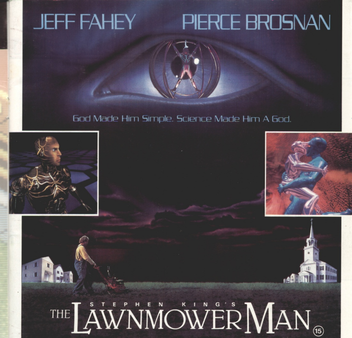
BRITAIN'S BEST UNOFFICIAL SEGA GAMES MAG - 100% SOLID ACTION
SEGA FORCE
BEATS THE REST TO THE BEST!
TAZMANIA! FIRST LOOK AT THE DIRTY DEVIL FROM DOWN UNDER ON MD-BETTER LOOKING THAN SONIC!
FREE!
ODEON
CINEMA TICKET
WIMBLEDON
MASTER SYSTEM
ms
FIRE SHARK
MEGA DRIVE
md
JORDAN V. BIRD
WOT?! NO TOTALLY FANTASTIC FREE LAWNMOWER MAN TICKET AND SIMPSONS SCRATCH CARD? IF NOT GO ASK YOUR NEWSAGENT FOR 'EM!
UNNGH!
STICK THE BOOT IN! TECMAGIK'S AWESOME CHAMPIONS OF EUROPE!
OLYMPIC GOLD TOUCHES DOWN! HASTA LA VISTA, BABY!
PLUS
TAKE ON SUPER MONACO GPII, ATOMIC RUNNER, TERMINATOR, MYSTICAL FIGHTER, THE BEST TIPS AND WIN YOURSELF A GAME GEAR! MISS IT AND WEEP!
£1.95
No.5
June 1992
europress
IMPACT
9 770964 255006
06

Special Reserve
Games Club
100,000 people have joined Special Reserve
The club with no obligation to buy
Tel. 0279 600204 for a free COLOUR catalogue
0279 600204
Open to 8pm Weekdays and to 5pm Weekends
ANNUAL MEMBERSHIP
UK £6.99 EEC £8.99 WORLD £10.99
We only supply members but you can order as you join.
The Special Reserve full colour club magazine NRG is sent to all members bi-monthly. NRG features full reviews of new games plus mini-reviews, all the gen on new products, the Special Reserve charts, Release Schedule of new games and hundreds of special offers.
PLUS - EVERY ISSUE CONTAINS
£30 worth of money-off coupons
to save even more money off our amazing prices.
We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, IBM PC, CDTV and IBM CD ROM.
Best Service, Best Prices, Biggest Selection
That's why over 100,000 people have joined Special Reserve.
NRG NOW WITH TWICE AS MANY PAGES
GOLDSTAR TV/MONITOR - SEE FAR RIGHT
GAME GEAR - NOW WITH COLUMNS
AERIAL ASSAULT 23.99
BASEBALL 24.99
CHESS MASTER 23.99
COLUMNS 17.99
DONALD DUCK 24.99
DRAGON CRYSTAL 19.99
FACTORY PANIC 19.99
FANTASY ZONE 23.99
FROGGER 17.99
G-LOC 19.99
GOLDEN AXE (AXE BATTLER) 24.99
HALLEY WARS 24.99
JOE MONTANA FOOTBALL 19.99
LEADER BOARD 19.99
MICKEY MOUSE 19.99
NINJA GAIDEN 19.99
OUTRUN 19.99
PENGO 17.99
PSYCHIC WORLD 17.99
PUT & PUTTER GOLF 17.99
SHINOBI 19.99
SLIDER 19.99
SOLITAIR POKER 19.99
SONIC THE HEDGEHOG 24.99
SPACE HARRIER 19.99
SUPER KICK OFF 23.99
SUPER MONACO GP 17.99
WONDER BOY 17.99
WOODY POP 17.99
Game Gear with Columns 99.99
FREE Mains Adaptor (essential)
FREE Special Reserve membership
THE SEGA GAME GEAR IS COMPATIBLE WITH MASTER SYSTEM GAMES. USE A GEAR MASTER CONVERTER TO RUN MASTER SYSTEM CARTRIDGES.
CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) 17.99
MAINS ADAPTOR FOR GAME GEAR (SWITCHABLE TO WORK WITH LYNX, GAMEBOY AND OTHER APPLIANCES) 12.99
SEGA MAINS ADAPTOR FOR GAME GEAR (GENUINE ITEM) 14.99
GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM GAMES ON GAME GEAR) 17.99
SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO A HANDHELD TV) 69.99
RECHARGEABLE BATTERY PACK FOR GAME GEAR (REQUIRES MAINS ADAPTOR UNIT TO CHARGE)
GEAR TO GEAR CABLE (LINKS TWO GAME GEARS)
CARRYBAG FOR GAMEGEAR
BEESHU MAGNIFIER FOR GAME GEAR 11.99
WIDE GEAR MAGNIFIER FOR GAME GEAR 14.99
NOW WITH SONIC
Megadrive 16-Bit Games Console with Sonic The Hedgehog, Joypad 129.99
FREE extra TURBO Joypad
FREE Special Reserve membership
THE SEGA MEGADRIVE IS COMPATIBLE WITH MASTER SYSTEM GAMES. USE A POWER BASE CONVERTER TO RUN MASTER SYSTEM CARTRIDGES.
688 ATTACK SUB 31.99
AFTERBURNER 2 27.99
ALIEN STORM 27.99
ALISIA DRAGOON 35.99
ARROW FLASH 25.99
GHOULS N GHOSTS 35.99
GOLDEN AXE 27.99
GOLDEN AXE 2 32.99
GYNOUG 31.99
HARD BALL 29.99
HARD DRIVIN' 31.99
HEADBANGERS BALL 31.99
HELL FIRE 28.99
IMMORTAL 35.99
ISHIDO 23.99
IT CAME FROM THE DESERT 32.99
J.B. DOUGLAS BOXING 27.99
JEWEL MASTER 28.99
JOE MONTANA'S FOOTBALL 2 31.99
JOHN MADDEN '92 32.99
KID CHAMELEON 31.99
KINGS BOUNTY 28.99
KLAX 28.99
MARBLE MADNESS 31.99
MARIO LEMIUX HOCKEY 31.99
MERCS 31.99
MICKEY MOUSE 31.99
MIDNIGHT RESISTANCE 31.99
MIKE DITKA'S ULTIMATE FOOTBALL 25.99
MOONWALKER 27.99
NHL ICE HOCKEY 31.99
OLYMPICS 31.99
ONSLAUGHT 24.99
OUTRUN 31.99
PACMANIA 31.99
PGA GOLF TOUR 31.99
PHANTASY STAR 2 47.99
PHANTASY STAR 3 39.99
PHELIOUS 28.99
PITFIGHTER 39.99
REVENGE OF SHINOBI 28.99
RINGS OF POWER 31.99
ROAD RASH 32.99
ROBOCOD (JAMES POND 2) 32.99
SENNA SUPER MONACO 36.99
SHADOW DANCER 27.99
SHADOW OF THE BEAST 35.99
SHINING IN THE DARKNESS 39.99
SPIDERMAN 31.99
STAR CONTROL 28.99
STARFLIGHT 39.99
STREETS OF RAGE 29.99
STRIDER 35.99
SUPER HANG ON 27.99
SUPER HYDLIDE 31.99
SUPER MONACO GRAND PRIX 28.99
SUPER REAL BASKETBALL 28.99
SWORD OF VERMILLION 39.99
TESTDRIVE 2 25.99
THUNDERFORCE 2 27.00
THUNDERFORCE 3 31.99
TOE JAM AND EARL 31.99
TOKI 32.99
TURBO OUTRUN 31.99
TURRICAN 26.99
WHERE IN TIME IS CARMEN SANDIEGO? 39.99
WINTER CHALLENGE 25.99
WONDERBOY 3 28.99
WORLD CUP ITALIA 90 24.99
WRESTLE WAR 27.99
ZOOM 23.99
CHAMP EXPLORER JOYSTICK FOR MEGADRIVE AND MASTER SYSTEM 19.99
COMPETITION PRO STAR EXTRA FOR MEGADRIVE 14.99
DRAGON SUPER STICK FOR MEGADRIVE 14.99
QS135 PYTHON JOYSTICK FOR MEGADRIVE 10.99
SEGA ARCADE POWER STICK 34.99
STRIKER JOYPAD (WITH RAPID FIRE HEADPHONE SOCKET) 24.99
TURBO RAPID FIRE JOYPAD FOR MEGADRIVE 12.99
REMOTE CONTROL JOYPADS FOR MEGADRIVE (TWO PADS) 34.99
SEGA SOFT CARTRIDGE CASE FOR MASTER SYSTEM OR MEGADRIVE GAMES 8.99
CARRYBAG FOR MEGADRIVE 17.99
CLEANING KIT FOR ALL CONSOLES (INCLUDING HAND-HELDS)
SEGA POWER BASE CONVERTER FOR MEGADRIVE (ALLOWS USE OF MASTER SYSTEM GAMES)
ACTION REPLAY CARTRIDGE FOR MEGADRIVE (ALLOWS CHEAT CODES TO BE ENTERED FOR INFINATE LIVES, CREDITS ETC.)
SEGA CONTROL PAD FOR MEGADRIVE (GENUINE ITEM)
Goldstar 14" Television & Monitor
SEE PICTURE ABOVE COUPON
WITH REMOTE CONTROL & SCART INPUT. GIVES MONITOR QUALITY PICTURE FROM UK MEGADRIVE OR MASTER SYSTEM
FREE SCART LEAD
FREE SPECIAL RESERVE MEMBERSHIP
159.99
MEGADRIVE TO SCART LEAD (GIVES MONITOR QUALITY ON TV WITH SCART/RGB INPUT)
Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.
INEVITABLY, SOME GAMES MAY NOT YET BE RELEASED. PLEASE PHONE SALES ON 0279 600204 FOR LATEST RELEASE DATES AND STOCK AVAILABILITY.
WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS. (PLEASE PRINT IN BLOCK CAPITALS)
SEGA FORCE 20
Name
Address
Postcode
Phone
Machine
Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EEC, £10.99 World
item
item
item
item
ALL PRICES INCLUDE UK POSTAGE & VAT
£
Cheque/P.O./Access/Mastercard/Switch/Visa
Switch Issue No
Credit card expiry date
Signature
Cheques payable to: SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.
ACTION FIGHTER 11.99
AFTERBURNER 24.99
ALEX KIDD IN HIGH TECH 24.99
ALEX KIDD IN SHINOBI 24.99
ALEX KIDD LOST STARS 24.99
AMERICAN PRO FOOTBALL 24.99
ASTERIX 26.99
BONANZA BROTHERS 24.99
BUBBLE BOBBLE 24.99
CALIFORNIA GAMES 24.99
CASINO GAMES 24.99
CHASE HQ 2 26.99
CHESS 28.99
COLUMNS 20.99
DARIUS 2 26.99
DICK TRACY 24.99
DONALD DUCK 26.99
DOUBLE DRAGON 24.99
DOUBLE HAWK 24.99
DRAGON CRYSTAL 24.99
DYNAMITE DUX 24.99
ENDURO RACER 9.99
F16 FIGHTER 15.99
FLINTSTONES 24.99
G-LOC 24.99
GAUNTLET 24.99
GHOSTBUSTERS 24.99
GHOULS N GHOSTS 24.99
GOLDEN AXE 24.99
GOLFAMANIA 26.99
GREAT BASEBALL 12.99
GREAT BASKETBALL 9.99
GREAT VOLLEYBALL 9.99
HEAVYWEIGHT CHAMP 19.99
HEROES OF THE LANCE 26.99
IMPOSSIBLE MISSION 24.99
INDIANA JONES 24.99
JOE MONTANA FOOTBALL 24.99
Master System 2 with Sonic 79.99
with Alex Kidd, Two Joypads and Sonic the Hedgehog
FREE Special Reserve Membership
OR
Master System 2 with Alex Kidd, Joypad and FREE Special Reserve Membership 49.99
NOW WITH SONIC
CHAMP EXPLORER JOYSTICK FOR MASTER SYSTEM 19.99
REMOTE CONTROL JOYPAD FOR MASTER SYSTEM 27.99
QUICKJOY SG JETFIGHTER JOYSTICK 14.99
COMPETITION PRO STAR EXTRA 13.99
SEGA SOFT CARTRIDGE CASE FOR MASTER SYSTEM OR MEGADRIVE GAMES (SEE PICTURE IN MEGADRIVE SECTION)
SEGA CONTROL STICK



THE UK's 1st VIRTUAL REALITY FILM

AT YOUR LOCAL First Choice ODEON ACROSS THE COUNTRY

CHECK LOCAL PRESS FOR DETAILS

SEGA FORCE
SLAM-DUNK
SCRATCH IT, IF YOU KNOW WHAT'S GOOD FOR YA!
Got your SEGA FORCE SILVER SCREENS CARD yet! Get scratching game freaks and see if you're in for the totally brilliant first prize Simpson Pinball machine! Miss out and you still get a mega prize. Jeez! Why are we so bleedin' generous!
Oh yeah, and if you manage to turn the page, you'll get all the FREE Odeon ticket lowdown in Gotcha. Well, what're you waiting for! Sort it out!!

...KING THROUGH JUNE

Editor **Chris Knight**
Staff Writers **Paul Mellerick, Claire Morley, Adrian Pitt, Matthew Yeo**
Contributors **Marshall M. Rosenthal (USA)**
Art Director **Oliver Frey**
Designers **Ian Chubb, Claire Morley**
Screens **Sega Force dudes**
Scanning Technician **Michael Parkinson**
Repro **Rob Millichamp**
Written and produced entirely on Apple Macintosh computers using Microsoft Word, Quark XPress, Adobe Illustrator and Adobe Photoshop. Scanning by Mikrotech and Hewlett Packard.

Advertisement manager **Sheila Jarvis**
Sales executive **Jo Guest**
Ad production **Jo Lewis**
Production **Jackie Morris**
All Departments:
Phone: 0584 875851
Fax: 0584 876044

Publisher **Roger Kean**
Managing Director **Jonathan Rignall**
Circulation manager **David Wren**
Printing **BPCC Business Magazines** (Carlisle) Ltd.
Distribution **COMAG**, Tavistock Road, West Drayton, Middlesex.

Now listen up you guys, Big Ed kicks tight buttocks when it comes to deciding competition results and adjudication. We offer prizes in good faith, believing them to be available, if something untoward happens (like Adrian's Mac returning from the menders, Paul Mellerick washing his hair or Rob Millichamp doing some work) we reserve the right to substitute prizes of comparable value. No person who has any relationship, no matter how remote (or immoral!) to anyone who works for EUROPRESS IMPACT and associated companies or any companies offering prizes, may enter a competition. We cannot undertake to return anything sent to SEGA FORCE, including written and photographic material, hardware or software- unless it's accompanied by a suitably stamped addressed envelope. Of course we'd love to know what happened to Paul the first two weeks of March 1978, stuck in a lift with a hula-hoop salesman, if used, it will be paid for at our current rate! Oh, and no material may be reproduced in whole or part without the written consent of the copyright holders.

© 1992 **Europress Impact Limited.** **ISSN 0964-2552**

Cover illustration by **Oliver Frey**
Cheers for all your hard work Oli, hope your bare essentials didn't shrivel too much in the Bali sunshine...and special thanks to all the boys and girls at ODEON for the scorching cover mount! Nice one.

ALL BALLS AND NO TROUSERS!

12 Tecmagik's knockout CHAMPIONS OF EUROPE hits the Master System.Is it a game of two 'alves, or just plain flickin' brilliant!! Kick it!!

WELL WICKED!

22 Sega's epic TAZMANIA whips up a tornado of scorching graphics and gameplay on the Mega Drive, leaving Sonic bruised and bleeding in the shade!
This devil's mean but he sure ain't lean!

GOING FOR GOLD!

40 Forget Henry Kelly! OLYMPIC GOLD's the official blast for the BIG bash in Barcelona.US Gold've got their spikes on to bring out the best of the action.

HELL FOR LEATHER!

70 Shift your butt to the chequered flag as Ayrton Senna, Super Monaco GPII, pulls up on the starting grid. MS and MD reviewed.

CLASH OF THE TITANS!

8 National Play a Game Day:Sega Euro Champ Danny Curley came, saw and got his ass kicked by our man in Romford, PAUL MELLERICK!

RUN OR FRY!

18 Shoot-'em-up at its level best! Chelnov is the ATOMIC RUNNER in Data East's latest Stateside blockbuster!

TAKE YOUR PICK!

59 Get regular with SEGA FORCE and pick up a fantastic joypad or case for your troubles! It's gotta make sense.

DRIBBLE MASTERS!

26 Jordan V. Bird, Dave Robinson's Court Basketball and Arch Rivals.A true sporting feast and more ballplay than you can grab.

USA HERE 'N' NOW

15 The Black Marshall's getting excited about SWAMP THING and still finds time to play with his ACTION FIGURES - no dolls here, honest!

WIN A GAME GEAR!

14 Get to grips with Tecmagik's teaser and WIN a fabulous Game Gear, TV tuner, Booty bag and cart pack! Oh yess!!

6 FORCE tested!

MEGA DRIVE

Alisia Dragoon 66
Arch Rivals 30
Atomic Runner 18
Ayrton Senna 70
Bart Simpson 54
Caliber 50 6
Chuck Rock 50
Corporation 58
Dave Robinson 29
Double Dragon 32
Euroclub Soccer 45
Fireshark 68
Gynoug 72
Jordan V. Bird 26
Mystical Fighter 56
Olympic Gold 40
Super Off Road Racer 46
Tazmania 22
Terminator 64
Test Drive 2 74
Turbo Outrun 49
Xenon 2 53

MASTER SYSTEM

Air Rescue 43
Arcade Smash Hits 61
Arch Rivals 30
Ayrton Senna 70
Chuck Rock 50
Olympic Gold 40
Pitch and Putt 42
Sagaia 44
Terminator 64
Wimbledon 62

REGULARS

6 Gutter Talk - show news and previews from down the alley
7 Adey Babe's Meaningful Natter Bit - inane drivel and the latest rental bits
35 Pittstop - Shinobi on the GG gets a good going over in cheat mode
78 Guttersnipe - Snipey noses through the latest mailing of dross.

Gotcha...!

Now listen up game freaks, I'm only going to tell you this lot once! You've got your totally brilliant FREE Lawnmower Man ticket in your greasy mitts, and now you want to know what to do with it, right!

First things first, try looking in the phone book for your nearest ODEON cinema and then ask them when Stephen King's virtual Reality blockbuster is going to be running.

Your EXCLUSIVE Sega Force ticket's worth £3.75 and will get you free entry to the film when you buy another ticket. Pick any screening between Monday and Thursday throughout the run and have a damned good time on us.

Don't worry if you're under 15, as the Sega Force team's planning to get you some brilliant Robocop III PG tickets very soon.Besides, you can always sell your ticket to your older brother and have more than enough dosh for your next issue of the best games action mag!

A BIT OF A CULT!

If you're on the ball, you'll probably know already that TV's *Gamesmaster* proggie is due back on the air in the Autumn.What you probably didn't know is that Hewland International, the brains behind the cult show, are looking to take new console junkies on board.

If you've got what it takes to be a five minute TV hero, as a contestant or reviewer, then here's your chance.Simply write off to GAMESMASTER STARDOM, PO Box 91, London, E14 9GT and remember to include the following details.

1). Favourite games (and high scores if poss.)
2). Background details (age, contact phone number and address)
3). A recent photo

Get lucky and you'll have the chance to enter the famous *Gamesmaster Consoletation Zone* in front of a live audience.Sega Force'll be sending someone along to join in the action so if any of you get accepted for the show, write and let us know. Give us all the lowdown and we'll make sure you get a good mention in Sega Force. After all, everybody knows that Force readers are the best gamers around, so let's get on the air and prove it properly. Sega Euro- Champ Danny Curley's already been crushed by Paul Mellerick - look out World, here we come!

TecMagik goes Kiwi!

It was a hit on home computers, now millions of Master System owners everywhere wait with bated breath for the mega *New Zealand Story* to hit the shelves. Well folks, at long last it's here-almost!

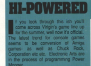
Star of the show, Tiki the Kiwi has suffered a grievous loss. Feathers are flying 'cos Wally the well wicked Walrus has bird-napped many of Tiki's 'ikkle friends.

What's more, our hero's girlfriend Phee-Phee has gone and got herself into dire straits too (as in 'a whole lorra trouble', not the rock group!). Tiki must scour the parks and zoos of New Zealand unlocking the cages where his chirping chums are held captive.

Sneaky snails, blood-sucking bats and robo-kittys are among the hordes of baddies Tiki must defeat. Can he fathom out the maze-like worlds of New Zealand's zoos, discover the many weapons and objects en route, rescue his mates, defeat Wally and return his darling Phee-Phee to safety? A mean task indeed!

We had a peek at *New Zealand Story* at the *ECTS Show* and it looks amazing! The game boasts 16-bit quality graphics, 21 levels,12 different tunes and the original coin-op soundtrack. It looks as though *TecMagik* have yet another smash on their hands. *New Zealand Story*'s due for an early Autumn release. Expect a full review pretty damn soon.

HI-POWERED MONGERING



If you look through this ish you'll come across Virigin's game line up for the summer, well now it's official. The latest trend for console games seems to be conversion of Amiga games- as well as Chuck Rock, Corporation etc etc. Electronic Arts are in the process of programming Power Monger.

It's looking a bit like a Populous clone but there's much more to Power Monger than looks.

Featuring intelligence for each individual and other factors such as weath-

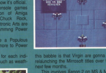
er seasons and high-level corruption, Power Monger's definitely going to be top heavy in the manual department..

Due for an August release Power Monger is looking good so far. Look out for the advance play soon.

VIRGIN' ON THE RIDICULOUS

Oh, I don't know! Mirrorsoft go down the tubes, Acclaim buy them out, then Virgin get hold of the software!

This computing lark is a bit of a pain sometimes. Anyway, the reason for all

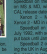


this babble is that Virgin are gonna be relaunching the Mirrosoft titles over the next few months.

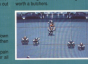
This involves Xenon 2 on MS & MD, Speedball on the MS and Speedball 2 on MS & MD, with the following OFFICAL release dates.

Xenon 2 - MS in July 1992 with Xenon 2 - MD in August 1992

Speedball on the MS is now due in July 1992, with sequal Speedball 2 now put back until January 1993.



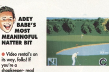
Speedball 2 on the MD will be gracing the UK in August 1992, we reviewed the game in issue 1 and gave it 90% and a Mega-Blaster, so it's gotta be worth a butchers.



ADEY BABE'S MOST MEANINGFUL NATTER BIT

● Video rental's on its way, folks! If you're a shopkeeper- read on. The criteria's as follows: You *must* be a member of the Video Traders' Association, pay 400 spondoolies for the trader's license, splash out 150 smackeroonies per shop (25 quid extra for each store if you have a chain) and purchase a minimum of 100 games at five pounds a throw! Who's gonna be fool enough to fork out that much? Sega's abandoned one rental scheme already and at these prices, wot says this one's gonna work? All the parties involved are deep in negotiation right now, so perhaps we can expect a verdict pretty soon.Stay tuned!

● I thought complete domination of Sega Force would be mine, mine, mine, what with Claire Morley moving into design and Paul Mellerick trying to fight his way out of a paper bag. Then what does Bid Ed go and do? Takes on another staff writer that's what! He's Matthew Yeo from Stourbridge in the West Midlands (famous for its glassworks, Robert Plant, The Wonderstuff and Mollie Sugden, (I lied about the last one!). Formal introductions next ish, sit back and brace yourselves for his mugshot- dead spit of Skippy the Bush Kangaroo!



I'M THE LEADER!

More goodies from the European Computer Trade Show (ECTS), this time from US Gold.As well as all the Olympic Gold goodies we got for this issue, we also managed to grab some screenshots for the excellent Mega Drive version of World Class Leaderboard. More coverage coming up next month, but get a load of those options and wring your hands in frustration for a little while longer! It's looking good from what we've seen so far and should make a brilliant substitute for a poor handicap!

ALL I WANT FOR CHRISTMAS...

Keep your eyes peeled, your ear to the ground and expect six sizzling Sega titles from *Domark* before the year's out. To say they're busy down in Putney (home of the stars!) *has* to be a huge understatement! Game Gear, Master System and Mega Drive owners alike are set to benefit from *Domark's* blood, sweat and tears! (Yeuch!-Ed).

Having gatecrashed their party at the *ECTS Show*, I managed to accost PR Exec Alyson Stroud and, after a goodly dose of manly charm (!!), she was only too happy to show me *Prince of Persia* on the Master System!

Some day my prince will come

8-bit owners are in for a treat- it looks fabulous! The graphics and animation are simply amazing!

For those unfamiliar with the game, you take on the role of a young adventurer attempting to save the life of a beautiful flaxen-haired princess. The Grand Vizier, an evil and sexually deviant rotter's about to pounce and steal her innocence once and for all! Whatever you do, don't let the dastardly devil get away with it! Make your way through dungeons, towers and palatial chambers, collecting items, solving puzzles and swashbuckling 'till you can buckle your swash no more! That girlie just *has* to be rescued!

Both GG and MS versions are due for release in July. *Domark* have a surefire hit on their hands, coz *Prince of Persia* looks and plays like a dream!

8-bit Pitfighting!

News at last of *Pitfighter* for the Master System. Since giving the Mega Drive version 90% in issue 2, we've been inundated with letters from MS owners pleading for an 8-bit game.

Domark to the rescue! October's the scheduled release date, so prepare yourselves to punch and pummel like there's no tomorrow!

Wrestling, kick boxing or karate- the choice is yours! One-on-one, gang fights, grudge matches, *Pitfighter* has 'em all. The harder the fight gets, the harder you fight back with new manoeuvres added as the game progresses.

If the Mega Drive version's anything to go by, the MS game should be a right little smasher!

Shaken not stirred!

One little gem *Domark* have kept under their hat is the release of *James Bond* on all three formats. I saw a demo of the MS version and it looks pretty slick.

Arch-enemy Ernst Blofeldt has marshalled his forces for one last attempt at conquering the world. He's kidnapped Professor Michael Jones and his daughter Sarah and forced the prof to build a cloning machine. Now all Bond's old adversaries are brought back to life and cause our hero some chronic GBH.

As Bond, you're sent to a small Carribean island and must thwart Ernie's evil plan and save Michael and Susan. Battle your way through four increasingly difficult scenarios in this action-packed, no nonsense platform romp.

As you can see from our screenshots, the graphics look mega impressive. Big and colourful, just the way we like 'em! *James Bond's* released on the Master System and Mega Drive in October. Game Gear owners are honoured with 007's presence in December. It's well worth the wait!

Pursuing marbles in outer space?!

Trivial Pursuit, Marble Madness and *Super Space Invaders* are set to kick up a storm.

TP was a runaway success on home computers and now MS, MD and GG owners can put on their thinking caps and get their grey matter around such questions as: 'What's Triskaidekaphobia?', 'How many golf balls are there on the moon?' and 'Does Paul Mellerick have hanky-panky with the light on?' (I think I lied about the last one!).

With over 3,000 challenging teasers, amazing screen backgrounds and an atmosphere that's true to the original board game, *Trivial Pursuit* will have you hooked.

The Master System version's released September, Game Gear in October and there's questions and answers aplenty on the Mega Drive in December.

And finally, the classic *Marble Madness* rolls onto the small screen next month (see Mega Drive review, 82%, issue 4) and *Super Space Invaders* on the GG (Master System version reviewed issue 2, 87%).

We've a full review of *Prince of Persia* and *James Bond* on the cards. Those busy bees at *Domark* have promised to keep me on my toes. I reckon I'll go and have a lie down right now, if that's alright with you, Mr Ed?!! (Steady boy, steady!!-ed)

SINGING FOR SEGA!

The latest buzz on the grapevine suggests that Sega's beaten off some pretty major opposition to win the exclusive £2 million sponsorship of the European Football Championships on ITV.

Sega isn't letting on too much about the deal yet but, if it's confirmed, it means there's gonna be a whole lot of Sega coverage on TV during the June finals. With around £1.5 million worth of ITV airtime and an extra half million to be spent elsewhere, this is gonna be heavy duty.

No doubt Sonic'll be popping up all over the place and there's a good chance he'll get a mention from those wise old soccer pundits, Saint and Greavsie!

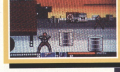
Nothing's been confirmed as yet, but you can bet we'll let you know what to look out for in next month's ish. There'll be more Sega release news next month as well, with the brilliant Evander Holyfield boxing bash and Hollow World RPG outing. Both are looking great so far, so stay tuned for more details.

SLOW DEATH!

Grandslam's latest blockbuster *Die Hard 2 - Die Harder* 's creeping ever closer to the finishing post.The game itself is finished and looks pretty damned smart from what we've seen of it.

You play John McClane, Bruce Willis' character in a close adaptation of the film set over five explosive levels.As soon as clearance is given for the release, we'll be giving it the full lowdown.Keep your fingers crossed and if our info's right, it could well be next issue.

Further down the line, there'll be more news on Grandslam's future stuff.Both *Nick Faldo Golf* and the addictive looking arcade action game *Beavers* are down on the schedule and we'll let you know how they're coming along soon.



A LOAD OF BOLLISTICK!

A fair old name for a fair old joystick.We can't show you any pics of Cheetah's new stick for the Master System and Mega Drive yet, but I got a chance to play around with one at the ECTS show recently and it's certainly handling well so far. Why Bollistick! Yep, I asked the silly question and was assured by Cheetah's Howard Wilkinson it was because the stick looked like a pair of...erm...exactly! Keep your eyes peeled for our super joystick round-up soon and see what you think - he's not far wrong!

Selling at £29.95, the Bollistick isn't exactly going to bust the bank. Well worth a test run and if you're into ergonomics (no, that doesn't mean 'I think therefore I'm a little person), this one should fit the bill nicely.

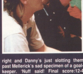
GO GET 'IM PAUL!

Packing up his chicken sandwiches (no mayonnaise) in his best sunday-gonna-meeting cap, our hero Paul 'call me Mr Picky' Mellerick puts on a brave face and prepares to meet Sega Euro Champ Danny Curley in a mammoth head-to-head battle organised by the Game store in Romford.

After weeks of whingeing, whining and wheedling 'cos he 'needed to practice', Big Ed pronounces Paul as fit as a near ripe marrow can be on the big day and sets him loose on the Champ.

EA Hockey, John Madden's '92 and Columns; the games are picked, the rules set and the moment of truth's upon him. Battle commences at two sharp. EA Hockey - Canada V Canada, five minute periods, no penalties. Words are scarcer than bacon butties at a Barmitzvah as the heavyweights take their seats. The tension mounts, the cartridge clicks in and Paul's grey cells go out to lunch!

After making a fairly promising start, it's all going horribly wrong for Paul in the second period.He can't do a thing



right and Danny's just slotting them past Mellerick's sad specimen of a goalkeeper. 'Nuff said! Final score:12-4 Danny Curley.

Next up, John Madden's '92-All Madden V All Madden, five minute quarters, open grass, fair weather and Paul to kick off, wondering if he'll ever be able to show his face back at Sega Force Tower.

More like it! A real battle of strategy. Curley touches down, Mellerick equalises, Curley scores again but Mellerick blocks the conversion! A great piece of play this and it makes way for Paul to keep a one point advantage later on in the game.

With just over 30 seconds to play, Paul's in possession, the Time Outs are spent and all Danny Curley can do is watch, with an expression on his face like an elephant's bum, as Paul runs down the clock. Final score: 35-34 Paul Mellerick. Yeeees!!

So it's all down to the last offering on the menu, the three minute head-to-head Columns-best of three. With the element of luck involved here it could go either way but, as those coloured squares come a-plummeting down the screen....it doesn't!

Storming through in true Sega Force style, Paul tosses Danny Curley aside like a well-worn sea-sock and wins all three takes in superb style, walking the final round at 14838-13612.

Well done Paul, we love ya!! Problem is, Sonic'll be a well baked old hodgepig

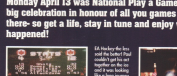
Looks like 10-year old Raymond O'Brien of Hornchurch has seen a ghost, or is it just Paul heartlessly dishing out death on Golden Axe II?

by the time Mellerick's manic ego lets us forget about this.Last we heard he was still celebrating his victory, romping about in gay abandon somewhere in the Shropshire hills! You've gotta feel sorry for the sheep really!

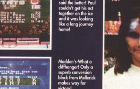
At least Paul had the sense to ask for a new waggle stick instead of a pay rise when the Big Ed offered him a winning prize- even in his element Mellerick still knows better value for money when he sees it!

CLASH OF THE TURNIPS!

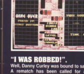
'Smelly' Melly outguns Curley and the Champeen gets his Romford! In case you've got absolutely no idea what any of this is about, clear your lugs! Monday April 13 was National Play a Game Day - a big celebration in honour of all you games freaks out there- so get a life, stay in tune and enjoy what happened!



EA Hockey-the less said the better! Paul couldn't get his act together on the ice and it was looking like a long journey home!

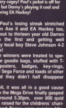


Madden's-What a cliffhanger! Only a superb conversion block from Mellerick makes way for victory!



Columns-luck or skill? Who cares, it was victory for Mellerick all the way!

Cagey, very cagey! Paul's jacket is off for business, but Danny's playing it cool and casual during EA Hockey!



"I WAS ROBBED!".

Well, Danny Curley was bound to say it! A rematch has been called for and, when we finally locate Paul, we'll let you know well in advance when the next big showdown's gonna take place.

Big thanks go out to the boys and girls down at Game in Romford for making us welcome and letting us take over their shop for the day. Quite apart from the serious business of the challenge though, both Paul and Danny pulled out the stops to help raise some money for the NSPCC.

At 30p a throw, Game punters in the shop were given the chance to challenge either of the superstars to the game of their choice. Not surprisingly, there were a fair few takers on the Sonic front, though Golden Axe was pretty popular too!

Believe it or not, both Paul and Danny took a couple of beatings! Thirteen year old Matthew Cross of Romford took Paul all the way on Pitfighter, coming away a thoroughly deserving winner at 2-1 on the duel. What's that Paul!You let Steve win because he's a Sega Force reader! (lyin' git!-ed). Paul's losing streak stretched to Golden Axe II and EA Hockey too, copping out to thirteen year old Darren Kelly on the first and getting well stuffed by local boy Steve Johnson 4-2 on the ice!

All the winners were treated to special Game goodie bags, stuffed with T-shirts, posters, badges, key-rings, copies of Sega Force and loads of other stuff, and they didn't half disappear fast!

Ah well, it was all in a good cause and when the Mega Drive finally gasped its last around 5.30pm, over 800 quid had been raised for the childrens' charity, Paul and Danny were nursing blistered fingers, and Romford was still trying to work out what the hell was going on! Time for bed!!

Reviewed!

SMGP 2 gets a test drive and PAUL MELLERICK's foaming at the mouth with old clichés again. Burn it up Buster!

AYRTON SENNA'S SUPER MONACO GP

Super Monaco Grand Prix, a Formula One racing game that was out of this world MD-wise and great on the MS. Sit back and settle for that, would ya?

Not if your company's called Sega you wouldn't. Bigger, newer, faster and backed by the 1991 Formula One Grand Prix champion —Ayrton Senna — *SMGP 2* is here.

This game hasn't just got his name behind it, he *insisted* on being in on the production, too.

As with the old MD and MS games, the action takes place over 16 world championship courses, from USA to Great Britain, including the (in)famous Monaco circuit. Especially for the MD game, Mr Senna has designed two extra courses to test the ultimate driver. Hellish!

As well as those by the man himself, a third track's included, Senna's personal track at his ranch in Brazil. If it's good enough for him, it's good enough for you!

Absolute Beginners

The MD follows the original very closely. Graphically and soundwise, there are no major enhancements. The same style and basic graphics are used, as is the speech, this time provided by the main man.

But get the car underway and watch out. Although the speed of the car's slightly more realistic (dropped from 416 to 340 km/h), the scrolling has been speeded up and the backdrops given greater detail. Trackside scenery has been brought out more, making the game loads better to look at.

Beefed up scrolling and better looking backdrops!

In World Championship mode you can choose from Beginner or Master and this mainly affects the steering. Light and easy in Beginner, but tough and uncontrollable in the Master mode, unless you reduce your speed. Try Beginner first!

The mode also affect the number of laps in a race, from three for Beginners to six for Masters.

Super License/licence!

Instead of the old *Monaco GP* competition you must finish Senna's tracks. Finish all three well enough and you might get the Ayrton Senna Super License (I have). (What, performed?! — Ed.)

The original *SMGP*'s graphics were outstanding, its sequel's are unbelievable. With three additional tracks and two modes of the World Championship, all this cart needs is a battery back-up facility.

Surprise surprise, it has that as well.

SMGP 1 owners may not be as thrilled with the game looking and feeling about the same. The initial enjoyment isn't there and with the same 16 world courses they won't get any extra mileage out of the game. New MD owners who've heard about *SMGP* should forget it and buy this now.

Chase him!

But you MS owners aren't left out. This version sees you competing on the standard 16 world courses, where the object is to beat Ayrton Senna at all costs.

Select the World Championship mode and off you go. The track name and design appears onscreen and you'll be given Setting, Qualify and Race options.

The Setting option changes various options on

Get a load of the digitised shots on board SMGP II. Ayrton Senna insisted on posing carefully for each of these, cool dude or what? So who cares if he didn't want to look grumpy, the pics are a treat!

There's plenty to choose from in the opposition stakes. Check 'em out and take 'em to the limit!

There's an awful lot of work gone into these. And boy, was it worth it! Taking those corners at high speed on the MD feels like a dream and the MS version's no slouch either! The only difference is the MD gives a truer feeling of speed. The scrolling scenery on both versions is excellent and the in-game effects are brilliant, especially on the MD. Capturing and digitising Senna's voice is a great touch and you can make out the accent in there, too! Controls are a cinch to pick up and there are more than enough options to get the most out of your machine. Gotta agree with Paul, I'm sorry to say! The MD version's the best of the two, but both are gonna sell like hell!

ADRIAN

● PRODUCER: SEGA
● GG: AUG ● MD: JULY
● MEMORY: 512K
● PLAYERS: 1
● PRICE: £34.99

SF Rating

- 88% PRESENTATION ● Nice pics of Senna, easy password
- 85% VISUALS ● Superb scrollingbut slightly bland
- 65% SONICS ● Nice tune, flat engine and effects
- 88% PLAYABILITY ● Easy to control but very tough
- 89% LASTABILITY ● Great fun; password system

88% FORCE ● Almost a Blaster but slightly off the mark.

AND PRIX 2

your car such as transmission (six-speed or auto) and tyres (B or C compounds).

You must then qualify for the race otherwise you start 12th on the grid, too far behind Senna to catch him. You can have as many qualifying laps as you want.

Unfortunately the MS game doesn't show other cars on the starting grid, but your position is shown at the top of the screen.

Demon drapes

Each race has a certain amount of laps, depending on the course, ranging from four to six.

The top right-hand corner of the screen shows an aerial view of the course, your position marked in red, Senna's in yellow.

The password system is easy to use and overall this game is a cracker as well. Like the MD game, the graphics have been improved and the scrolling speeded up. The car handles brilliantly and cornering's great.

But it's very difficult. Senna's tough to catch and if you make one mistake, it's curtains.

Driving fans who already have *SMGP* may like to try it out before they buy. Other fans should get this as soon as possible.

PAUL

● PRODUCER: SEGA
● GG: AUG ● MS: JUNE
● MEMORY: 1024K
● PLAYERS: 1
● PRICE: £49.99

SF Rating

- 92% PRESENTATION ● Loads of options, digitised piccies
- 95% VISUALS ● Scrolling and scenery are PERFECT
- 65% SONICS ● No in-game tune but great speech
- 92% PLAYABILITY ● Two modes, easy on beginner
- 91% LASTABILITY ● Can you beat those lap times?

94% FORCE ● Better than the original in every way! It's that good!

'As sick as a parrot' and 'It's a funny old game' are footballing clichés **ADRIAN PITT** promises he'll never use. Nevertheless, 'it's a game of two 'alves and the lad done well, Saint'. Ade's 'over the moon' about **CHAMPIONS**. 'Anyone for tennis?' (Eh?! —Ed.)

Reviewed!

CHAMPIONS OF EUROPE

Ladies and gentlemen, boys and girls, it's here at last, the game that's been hyped more than Jason Donovan's sexuality. (Whoops! He's **not** gay, honest!)

Previews galore (ours included!) screamed that *Champions Of Europe* would be the greatest Master System footie game EVER. And by golly, I think us reviewing bods were right for once!

Okay, it's yet another soccer simulation, but two things make *Champions* stand out from the rest of the footy game squad: controlability and attention to detail.

The MS joypad isn't the easiest thing to use at the best of times, but after a while TecMagik's 'instinctive' control mechanism really comes to the fore — manoeuvring players is a real doddle.

Options by the bootload

The front end of the game's enormous! There's a fully animated opening sequence for a start. Berni the Rabbit spots a football, leaps out of his warren and displays a few hare-raising (geddit?!) tricks of the trade.

Choose game length (three, five, eight or ten minutes each half), direction of play, windspeed *and* weather conditions. There's an extra time option and a list of eight intelligent referees. (Uncannily, one has the surname of Hemming! Any relation, Nikki?)

The demo mode's great if you want a taste of things to come and if your goal scoring's a little rusty, the practice section's well worth a look-in. It's a five penalty kick-off with alternate control between keeper and shooter. Shooting and saving are no longer a hassle. A welcome inclusion indeed!

There are an amazing 34 teams to choose from. Each country's selected via a nifty little map of Europe. You won't need an 'A' level in Geography to fathom things out 'cos on-screen messages keep you in touch with all things relevant!

Play against the Master System or a friend. All teams have their own individual strengths and weaknesses and a game between Germany and Malta, for example, could see those Maltesers well and truly crushed! Yuk!

Has everything a footie fan could ever want from a MS

Nice one, Cyril!

Graphically, the pitch and players are top notch. Like many soccer games, you get an overhead view of the match, although in *Champions* it's angled at 75 degrees. No shots of player's perms, thank heaven, though chests, legs and arms are out in force! Each sprite oozes animation.

The pitch itself scrolls really well and the game doesn't slow down in the slightest when there's a lot going on.

There are so many nice little touches that make *Champions Of Europe* a real winner. Take the 'sprint' feature for example — it's a godsend! When the ball's free rolling there's no slow slog up the pitch to chase it, press button [2] and your man goes into overdrive!

Tackles, fouls and substitutions are great. Little speech bubbles pop out of players' mouths. 'Ouch!' 'Aâaagh!' and censored expletives appear when a man goes arse over tit! The ref waves his card and *may* send the instigator off. Watch as the guilty party curses profusely! Great fun.

Attributes a-plenty and that's no lie! The referees race here, there and everywhere calling out the score and time remaining. The turf around the goalmouth gets roughed up when things get a frantic, just like the real thing.

The five-match tournament's a tough challenge. There's a huge onus on doing well 'cos you *could* be up against some of the finest teams in Europe — if not the world! You're kept up to date at all times with the latest match info. See if the opposition's cracking under the pressure!

Fantastic footie!

With extra time, sudden death penalty knockouts, a crosshair system for taking corners and the chance to change tactics mid-game, *Champions Of Europe* has everything a footie fan could ever want from an MS game — and more!

After the initial period of 'breaking in' the control method, it's immensely playable. There's no

Yep! No argument from this corner. First glance at the opening sequences and you know you've got something a bit special here. Just look at the choice! Graphically, *Champions Of Europe*'s damned tough to fault. Sure, it may take you a little while to handle the controls but, once you're in, this is one helluva smooth playing game. By giving the better 'real' teams more skills in the game it means you get a true-to-life playing experience, adding atmosphere and credibility to an already superb footie blast. Keeping the sonics to a minimum during playing time helps with the pressure on the old tactical grey cells and, even though you never a get glimpse of Jimmy Hill's chin, you ain't seen nothing like this on the MS before. 'Ere we go, 'ere we go, 'ere we go and all that!

CLAIRE

The venue's set. All you've gotta do is pick your teamand go for the glory!

Goals-the aim of the game! Get your mitts round the controls and start sticking them away!

Berni gets his kit on and turns on the style on the opening screens.

confusion over which team's which, 16 colours have been used to supply the 34 countries with individual strips.

Thankfully, those clever guys at TecMagik haven't gone overboard on the sound. There's a nice intro tune but during play sound's been left at basic spot FX — an in-game ditty would've ruined things.

This game's got balls! The great finishing touches and element of humour that runs throughout add a great atmosphere.

I'm not a football freak and have only ever stood in the terraces once in my life! The letters B, O, R, I, N, G were splattered all over my face! *Champions Of Europe*'s *far* from boring and will make Mega Drive owners everywhere green with envy 'cos there 'ain't a decent 16-bit soccer game around. Congratulations, TecMagik, you've netted a good un' here!

ADE

- PRODUCER: TECMAGIK
- GG: N/A
- MD: OUT NOW
- MEMORY: 256K
- PLAYERS: 1-2
- PRICE: £32.99

SF Rating

92% PRESENTATION
- Loads of options, demo mode

84% VISUALS
- Great overhead view, good sprites

72% SONICS
- Nice intro tunes, basic spot FX

86% PLAYABILITY
- Nice in-game touches

88% LASTABILITY
- 34 teams and tournament.

91% FORCE
- Just has to be the top footie game on the MS.

THE UEFA CUP … SEEN ON TV!

Tune in with SEGA FORCE and TECMAGIK!

A well kickin' GAME GEAR, TV TUNER, exclusive FOOTBALL BOOTY BAG and copies of the awesome CHAMPIONS OF EUROPE could be yours in our totally stupendous TecMagik giveaway!

The UEFA cup's upon us, folks! Time to sit in front of the box with your scarf, woolly hat and rattle and cheer on your favourite team. En-ger-lund! En-ger-lund! En-ger-lund! (Anyone found chanting for Limpopoland's looking for a knuckle sandwich!)

But what's this? (It's got a good beat!) The rest of the household are hogging the telly! Mother's watching *Family Fortunes* downstairs, Dad's heavily into *Gardener's World* upstairs (sad beggar!). Woe is you! You're gonna miss the UEFA Cup!

I must admit, they've got brains at TecMagik, 'cos natty little Nikki Hemming (European Product Manager extraordinaire) has come up with a well wicked wheeze! Why not watch UEFA under the bed clothes on your very own Game Gear? — complete with TV tuner of course! Oh yes!

You won't miss a thing! Every tackle, every foul, every goal displayed in glorious Technicolour! And what's more, our winner also receives a nifty little booty bag, bursting to bits with UEFA goodies.

Five runners-up each receive a copy of the brand new, barnstormin' *Champions Of Europe* footy sim, the official game of the UEFA Cup. Check out the review in this ish — it's a stonker!

© 1987 UEFA

ACHIEVING YOUR GOAL!

It's easy! No cryptic questions, terrifying teasers or crafty conundrums this time around.

Complete the phrase below in no more than 20 wisecrackingly wonderful words and if our referee thinks your entry's the wittiest, you'll have that Game Gear, TV Tuner and booty bag well and truly in the net!

Don't forget the runners-up prizes, too — get scribbling! (Or should that be dribbling?!)

That all-important phrase!

I wanna stay tuned to the UEFA Cup with SEGA FORCE and TecMagik because

....

....

....

....

Send your entry to: **AS SEEN ON TV COMPO, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**, to arrive no later than **11 June** 1992. Good luck!

Deep within the rank depths of the Palace Of Doom, The Black Marshal holds court over the realm of video gaming. His aim: to collect the full set of Star Wars action figures.

Another stone has been turned in the ever-expensive story of law. In this case it's **Accolade**, who've notified one and all that the American Committee for Interoperable Systems (ACIS) has filed an amicus brief supporting the legality of the reverse-engineering process at issue in Accolade's litigation with **Sega** (say what?! —Ed). Simply put (don't you just love lawyer talk?), Sega don't want Accolade to produce Genesis (MD) games unless they're a licensee, but Accolade don't see this as a requirement.

ACIS is an organisation of computer companies who favour strong intellectual property protection but, according to Peter Choy, Chairman of ACIS, 'are concerned that an improper extension of the scope of protection under copyright law will impede innovation and inhibit fair competition in the computer industry.'

Carry on padding

Accessories are nice. When you're carrying a delicate item like a Game Gear, a case becomes damn necessary. One of the best is the Game Gear Carryall from **Ascii Software**.

These folks took their popular hard case for Game Boy and redesigned it for our colour champion — rendering it in a much cooler black. The result is a good looking, tough plastic shell that makes transporting a GG both easy and safe.

The case can securely hold a Game Gear, a pair of in-the-ear headphones, link cable, nine games, spare batteries, instruction manuals and a power adaptor. With an adjustable strap, what else could you ask for?

Maybe a hot new controller for the Mega Drive? Funny you should mention that: how about Ascii's Power Clutch SG. It features a nice fat joystick, big [A], [B] and [C] buttons, and individual Turbo control. Each button can independently fire up to 20 shots per second, indicated by LEDs, and there's a slow-mo feature as well. But time to cry — it's only available in the States at the moment.

Go figure

When toy makers discovered boys wouldn't accept the term 'dolls', they became action figures.

In the console world, these are mostly offshoots of Nintendo games and licenses — but **Sega**-based toys are starting to show up as well. Right now it's mostly Sonic, though Kid Chameleon isn't far off — and the popularity of the system should ensure more see the light of play.

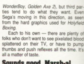
Of course, you needn't restrict yourself to those Sega action figures, you could go for just about anything, from movie-oriented items like *Hook* and *Dick Tracy* up to Madonna or *The Little Mermaid*.

For more info, try the definitive and recently updated action figure book, *Tomart's Price Guide to Action Figures* (Tomart Publishing Dayton Ohio 45429, ISBN 0-914293-11-7). It retails at $30 retail here and is a lot of fun.

And yes, it does have sections on

Two Crude Dudes, from Data East. Guide the crude ones to the Mad Scientist and defeat his plans for world domination.

Everything you ever wanted for your Game Gear but were afraid to nick! With these nifty add-ons, all you hand-held freaks can get to grips with your 8-bit buddy.



important characters from *Doctor Who*, *Batman*, *Star Wars*, *Planet Of The Apes*, *Clash Of The Titans* and *Dukes Of Hazzard*. Personally I prefer Pee-Wee Herman.

The action figure business gets everywhere. For example, The Addams Family breakfast cereal's a big hit and hard as hell to find in New York. Not because it's so delicious, but because one of four flashlight figures is cellophane-wrapped to the front of each box.

Each is hard plastic, about 5" tall and hand coloured. Thing, Lurch and It are nicely rendered but Uncle Fester's the best, grinning insanely as he clutches his glowing light bulb. The complete set is considered a collectors item — but just getting one intact is the trick because the flashlights keep getting stolen from the shelves!

Down and gritty

Last issue we had a lot of fun talking about hidden levels and neat places in *Kid Chameleon*. Many remarked that it looks very American and so it should, since it was designed here in the States.

Hoyt Lee NG heads **Sega**'s Technical Institute, created a little over two years ago. The purpose of the Institute is to create games for both the States and overseas.

Kid C is the first game 'off the platter' from the team, composed of many skilled individuals working in dissimilar areas — like graphics, sound, art direction and the like.

Sega expect the Technical Institute to design up to 25% of games appearing in the near future. And that figure could increase, given the high-end results we saw in *Kid C*.

The team's next project is already on the boards but Hoyt isn't giving anything away. These guys love security almost as much as we love games playing.

Just like people, game systems have different personalities. We all know Nintendo goes for the 'cute' and non-violent look most of the time — even the bad guys in *NARC* didn't die (though the cops must have spent some time brushing away the pieces of those blown up with rocket launchers). The Super NES seems to be heading the same way.

Genesis, on the other hand, Sega and various lawsuits notwithstanding, frequently have a more 'down and gritty' slant — you can't call *Two Crude Dudes* or *SlaughterSport* polite fun!

True, Sega's recent games only have you killing unreal beings (*Kid C*, *WonderBoy*, *Golden Axe 2*), but third parties tend to do what they want. Even Sega's moving in this direction, as seen from the hard graphics used for *Holyfield Boxing*.

Each to his own — there are plenty of folks who don't want to see pixelated blood splattered on their TV, or have to pump thumbs and push reflexes all the time. It's all a matter of taste.

Sounds good, Marsh-al

Speaking of which, I'm pretty excited about seeing *Swamp Thing* for the Mega Drive. For those not in the know, this is a walking vegetable, of sorts, created by DC Comics a while back. He's been enjoying on-off popularity due to a live action series and more recently a sanitised cartoon show.

The demo running at the **Consumer Electronics Show** last January looked good, Swampy moving about a dense swamp with all the goo and dark effects of the television show. It was due for release in late March but it never showed. Now the licensee, **Nuvision**, say the game's on hold indefinitely. When we know more, so will you.

Every time you turn around, another high-tech development's in the works (shows that somebody's thinking, right?). This time it's digital signal processing.

DSP was once the province of extremely expensive top-end equipment, but it's coming to computers via a two-chip set produced by Texas Instruments. These chips can muffle noises generated by appliances, mimic the acoustics of concert halls and improve cellular phones.

But where it gets exciting for us is in multimedia. Using DSP chips will create not only high-end video but also stereo quality sound combined with fax, modem and answering machine services. They're also partly responsible for the recently shown AT&T videophone, which uses conventional phonelines to provide a six frames per second video signal.

Multimedia and CD-ROM technology's fast moving into our gaming world, but right now the CD box is just another storage medium. When we start getting DSP chips in there as well, we'll be closer to the 'reality video' experience us gamers want.

Slaughter Sport (alos known as Fatman). A one-on-one beat 'em up with sick grahpics.

Left: He's such a cool dude, eh kids? With all those spots you'd have a pair of Raybans like those!

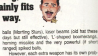
The Power Clutch from Asciiware. With all those buttons you'll need the manual for this one.

Calls cost 36p (cheap rate) and 48p (at all other times) per minute inc. VAT. Please ask permission before you call. Winners will be notified by post at the close of the competition. A winners list or a full list of rules is available by sending an SAE to: Megafone, Sandylands House, Morecambe, Lancs LA3 1DG. The maximum length of call is approximately five and a half

Advance Play!

ATOMIC RUNNER

You can't fool him. MARSHAL ROSENTHAL knows a good one when he sees it and Data East's spinning, somersaulting, bounding blaster certainly fits the bill. We Force-scrolled him on his way.



Fast action, loads of it and tons of ugly things to take on and blow apart. A shoot-'em-up, yeah, but a really good one, that's *Atomic Runner*.

Let's get the story out of the way. You're young Chelnov. Your father — dead. Your sister — kidnapped. Who's at the root of this evil? The malicious Deathatarians (no relation to you-know-who), ancient beings who once ruled the Earth.

So beneath the sands of Egypt you suit up in a bio-outfit, heavy with weapons and power. The baddies capture you, knock you around a little, but somehow you manage to escape. Now we can get going...

This game's got the most macabre graphics I've ever seen. There's so much detail mushed together here that everything looks bizarre and ugly. The action's based on Earth but it seems the Deathatarians have brought their own interior designer to restyle the landscape (how sweet).

The Deathatarians have brought their own interior designer

Since young Chelnov is a small figure, it's not always easy to spot him unless he's firing. But since you'll be needing to do this for most of the game, that problem's taken care of.

Sound effects echo the visuals, basic sounds but so many of them your ears start to hurt!

Controls are easy but do some awesome things. The Option screen allows you to select the difficulty level, number of lives and continues, and rapid fire.

Weaponry — now that's important. Chelnov's pretty puny at the beginning of each life but can collect power-ups to increase shooting range, bullet spread, even the size of the shell. Destructive power can be increased too, as can the rate of fire and jump height. Each power-up can be increased up to three times, giving pretty smart all-round defences.

You want weapons? You've got 'em! Metal balls (Morning Stars), laser beams (old hat these days but still effective), 'L'-shaped boomerangs, homing missiles and the very powerful (if short ranged) spiked balls.

However, each extra weapon has its own problems. Like the boomerang, the laser has limited range, and the homing missile's fairly weak.

My favourite weapon's the light ring. This little baby encircles you with a vortex of light that destroys everything it touches, and can be increased using power-ups. Nice fat attack zone it covers, too.

While you're at it, grab a few of the special coins, worth 2000 or 5000 points.

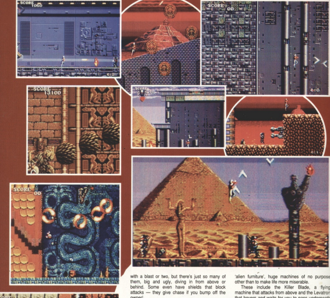
Pushy scroll

Atomic Runner scrolls to the right in the conventional manner, with some really nice parallax effects behind. Trouble is, when you feel like stopping, the scrolling doesn't.This rapid forced scrolling means you *have* to keep moving. You can stop for a second or two if you must, but soon the screen pushes you on.

Most of those alien types are easily destroyed

RUNNING THROUGH THE LEVELS...

Stage One: Out of the Atomic Lab and onward
Stage Two: Through the Mutant Plant Zone and the caverns nearby
Stage Three: One of the aliens' main bases is in the Mayan Jungle.
Stage Four: Egypt isn't for sightseeing right now, nor the sand for sunbathing
Stage Five: ET's loose in a treasure room filled with big bucks. Bet you'd trade the lot for one decent nuke
Stage Six: Siberia's plenty barren, the snow plenty cold
Stage Seven: New York. Alien embryos don't say good things. Time to clean up the town



with a blast or two, but there's just so many of them, big and ugly, diving in from above or behind. Some even have shields that block attacks — they give chase if you bump off the owner!

Atomic Runner features such beauties as Betie the mechanised bird, who thinks your head is a nice juicy mouse, Sho-Fen, insect-like aliens with shields, and Rim-Bee, an armoured flying insect. The dreaded and damned ugly Arackaskull carry power-ups, special weapons and plasma guns, and we kinda like the Ro-bot which masquerades as a friendly rabbit.

While just about everything's deadly to touch, you can sometimes avoid death by leaping directly on the head of an enemy. Often this destroys the enemy, à la Mario, but at other times it just ticks them off, prompting them to fire blindly.

Alien furniture

Then there's inanimate objects to contend with. Blocking walls are easily blasted apart — but if they make contact you're dog meat. The same goes for strange devices and what I like to call 'alien furniture', huge machines of no purpose other than to make life more miserable.

These include the Killer Blade, a flying machine that attacks from above and the Levatron that hovers and waits for you to pass underneath before trying to hit you from behind.

Though strange looking, *Atomic Runner* has hot animation and speedy gameplay. There's a lot of aliens onscreen at times but control response doesn't slow down. If you know what's good for you, just concentrate on dealing out death and destruction for a good cause and let the CPU handle the rest.

Jumping and spinning around like a pinwheel's fun — and lets you shoot in all directions quickly. You can shoot backwards while running, jumping or turning somersaults.

If you're getting the idea this game makes you frantic, you're right!

Even the music, which should stay in the background, seems to provide a subliminal rush - all you want to do in *Atomic Runner* is blow everything up. Now. Fast. Completely.Totally manic, man!

MARSHAL

THE COMPUTER GAMES OLYMPIAD 92

CONSOLE TYPES TO BE USED IN THE COMPETITION:-

Nintendo NES Nintendo Game Boy Sega Mega Drive Sega Master System Sega Game Gear Atari ST Amiga Acorn Archimedes PC's

Many Games to be played on large scale

VIDEO WALL SCREENS with SURROUNDING SOUND

All communications addressed to:- The Olympiad Committee, Spike Island, 7 Hornbeam Lane, Essenden, Herts AL9 6JF

EXPECTED VENUES ARE:-

Aberdeen Bath Birmingham Bournemouth Brighton Bristol Cambridge Cardiff Dover Edinburgh Exeter Glasgow Gloucester Guildford Hereford Hull Ipswich Leeds Leicester Lincoln Liverpool London N/S/E/W Luton Maidstone Manc hester Middlesb orough Northampton Norwich Nottingham Oxford Perth Plymouth Preston Salisbury Sheffield Shrewsbury Southampton Stoke-on-Trent Taunton York

REGISTRATION £10.00

Final entries by June 1st 1992 Applicants will be notified of their particular venue and dates after this. If the allocated date is not suitable then you will receive a full refund.

WIN WIN WIN

Trips to Disneyworld
CONSOLES & COMPUTERS
£10,000 Cash Prizes
and much much more!

START OF A NATIONAL COMPUTER LEAGUE

Even if you don't want to play in the Competition, how about getting involved in a National Computer Games League?
Please use this registration form to send us some details of yourself and the sort of games you like to play. You will be contacted in July with more details of the league which will start in September.

Telephone 0891 505194 for updated daily information.

All calls are charged at 36p per min cheap rate, 48p per min at all other times.

Also available is updated information on venues and the current numbers of people taking part. Updated information on games to be played in the Competition. Updated information on Prizes.

If you wish to pay by Access or Visa, a dedicated number will be furnished on this line shortly.

Regional Heats will start in June and continue through to the middle of August.

Entrants will be a minimum of 11 years old Maximum no.of Competitors 10,000

All Competitors will receive a Certificate of Entrance

Spectator Tickets are available for the Regional Heats at a cost of £3 per person.

Finals Booked for Friday September 25th at Wembley.

This date is not definite however, and we are looking for a suitable London venue for Saturday 26th of September.

ENTRANCE FORM

Title and Name:

Mr/Mrs/Miss..

Address:..

....

....

Daytime Tel No:..

Evening Tel No:..

Age:.................Occupation: ....

....

....

Left or Right Handed:...............................

*Preferred time to play: Evenings/Weekends**

*Delete where applicable (leave blank if either time slot is not acceptable).

Please name below your first and second choice games for the two catagories in which you wish to enter.

Game 1:...

Model 1: ....HI-Score: ....

Game 2:...

Model 2: ....Hi-Score: ....

Game 3:...

Model 3: .... Hi-Score: ....

Please place a third game title in case we cannot place you in one of your first two choices.

PLEASE REMEMBER, ALL MONEY IS REFUNDABLE IF YOU ARE REGISTERED TO AN UNSUITABLE GAME, DATE OR VENUE.

ALL TRADEMARKS RECOGNISED

Please tick any of the following as applicable:-

1. ☐
I hereby enclose my cheque/Postal Order for the sum of £10.00 as my registration with the Olympiad Committee for the 1992 Computer Games Olympiad.

2. ☐
Please find my details enclosed and put me forward for the Computer Games League to start this year.

3. ☐
Please find enclosed a cheque/Postal Order for the sum of £....... in respect of .... spectator tickets (at £3.00 each) which we would like for the Regional Heat to be held in

....

....

Signature ....

Date..

(Note this form can be photocopied)

CLAIRE MORLEY's been there, seen it, done it, worn the T-shirt and spat it out. But she ain't ever met anything like this mean Tazzy mother!

Now I'm not one for going over the top... but what a brilliant game this is! It's like playing a cartoon and just as manic!

If you're old enough, you'll know the Tasmanian Devil was a vicious little sucker from the Warner Bros cartoons, a total lunatic who usually ended up being chumped by Bugs Bunny, Daffy Duck and the rest.

Now Sega have brought the nasty critter to your screens in a superb multi-level platform romp! It features Taz as the hero and he's fun, fast and fantastic to control.

The storyline goes something like this: On the island of Tasmania (where else?) there lived a race of giant prehistoric birds, whose eggs the Devils lived on until the birds disappeared.

Now it's up to you to travel across the island in search of these dee-licious eggs — there's even a rumour of a lost valley where the last of the giant birds now live!

Switch on your machine and you're greeted by the familiar Sega logo. From out of nowhere comes a wild whirlwind, which stops to reveal itself as Taz! He picks up the letter 'S' and eats the damn thing! Good start!

An options screen allows you to choose the difficulty level and explains the controls. Press Start and Grandad Taz appears, waffling on about the mission to Taz and family until he dozes off! When our devilish friend hears about the eggs he smashes through the wall and gets on the hunt!

Plenty of levels to explore, puzzles to solve and baddies

At the start of every level you're shown a map of the island, which also charts your journey. You begin on the beach, and like all the levels, its background's gonna blow you away! They're straight out of Cartoonland and feature weird Tex Avery rocks and boulders twisted into all sorts of shapes.

Red hot chilli peppers

Trot along at normal speed then watch what happens when you press [B]! Taz turns into a mini whirlwind and flies across the screen at high speed! He's harder to control in this form but it's useful for killing monsters and long distance jumps. The visual effect is simply superb.

Even when Taz stands he's good to look at because he hates being kept waiting. What a bleedin' fidget! He stands there, arms folded, tapping his foot, then lets out a terrifying growl! Carry on with the game if you know what's good for you!

Taz races across the levels, killing monsters, avoiding pitfalls and collecting objects to use. These include a chilli pepper (for flamethrower breath), water bottles (for extra energy) and stars (becomes temporarily indestructible).

Various opponents stand in his way and can be dealt with in different ways. Spin onto them, eat them (just watch those greedy graphics!) or destroy them with your fiery breath. Eating bombs isn't such a good idea — they give our poor devilish friend indigestion! However, if you're invulnerable it won't hurt a bit. The expressions on his face when he does these things have to be seen to be believed! He frowns, scowls and grins like a demented idiot!

Taz kangaroo hops across yawning chasms and gigantic water spouts (which can also be used as platforms) until he reaches the end of the first level. Things to avoid include spiders, large-mouthed creatures (wide-mouthed frogs?! Nah — Ed) and spiked pits.

Don't worry if you die. Not only are there loads of continues, Taz can restart at convenient points if he reaches the statues dotted around the place.

Laser fire? Rotating blades? Acme!

At the end of this first level you'll encounter a guardian/boss in the form of two lizards driving a pick-up truck. What else would you expect in a cartoon game?! Spinning onto the truck from behind will soon deal with them, then it's on to the next level!

The Acme building's next. (You must remember Acme? They were responsible for all the weird

devices like Wile E Coyote's rocket-powered rollerskates!) Inside you'll face a barrage of laser fire (easily dodged), rotating blades and fiery furnaces! The platforms often appear as conveyor belts which whisk you to your doom if you're not careful. Remember to switch off electricity supplies or Taz gets his whiskers singed! The best way to avoid death is to speed through this level, destroying everything in your path.

However, you do have to use your noddle to solve problems as you go along! Don't trust anything that you see and remember there's only one way through every level.

Four-colour wonderland

Further levels include an Arctic scene (watch Taz slide across the ice), a jungle (complete with man-eating plants) and a mine. This level's hilarious and shows how crazy and original this game is!

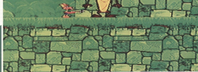
Taz has to climb into a mine car, wearing his safety helmet, and travel deep underground (as in the second Indiana Jones movie). It's brilliant fun and requires split-second timing.

I won't spoil it by saying any more, but trust me, this game is gonna knock your bleedin' socks off. You'll come back to it time and time again. The sprites are eye-popping, it sounds good, there are loads of cartoon effects and it makes you hungry for more! There are plenty of levels to explore, puzzles to solve and baddies to be splatter.

Fans of the cartoon won't be disappointed, neither will those who enjoy fast platform adventures. You'll be hooked by this furry fiend when you find yourself transported to this four-colour wonderland and won't want to put him down.

Don't panic! Taz will be back when we give you the full lowdown on the beast next month!

CLAIRE



NIA

A well 'ard little devil you may be, but if you don't time your jumps very carefully that jeep'll still make dingo-food out of you! Pick your moment and go for it!

THE UK's No1

BE · F

WITH NEW

SAVE

WITH OUR MEMB

EXCHAN

SAVE ££s ON

MEGADRIVE

TITLE	NEW	S/HAND SELL	S/HAND BUY	DUE
2 CRUDE DUDES	32.00	24.50	16.50	FEB
ALISIA DRAGOON	32.00	24.50	16.50	MAR
ARCH RIVALS	35.00	23.00	15.00	APR
BUCK ROGERS	35.00	27.00	18.00	
BULLS V LAKERS	35.00	27.00	18.00	APR
CALIFORNIA GAMES	32.00	24.50	16.50	
DESERT STRIKE	35.00	27.00	18.00	FEB
EVANDER HOLYFIELD BOXING	35.00	27.00	18.00	APR
EL VIENTO	35.00	23.00	15.00	
F22 INTERCEPTOR	32.00	24.50	16.50	
FERRARI GRAND PRIX	35.00	27.00	18.00	APR
GALAXY FORCE II	35.00	27.00	18.00	
JOHN MADDEN II	30.00	23.00	15.50	
JORDAN V BIRD	35.00	27.00	18.00	MAR
KID CHAMELEON	32.00	24.50	16.50	MAR
KRUSTY'S FUN HOUSE	35.00	27.00	18.00	APR
LEADERBOARD	32.00	24.50	16.50	APR
LORD OF THE RINGS	35.00	27.00	18.00	APR
MICKEY MOUSE	30.00	23.00	15.50	
NHL ICE HOCKEY	30.00	23.00	15.50	
PGA TOUR GOLF	32.00	24.50	16.50	
PIT FIGHTER	35.00	27.00	18.00	FEB
QUACKSHOT	30.00	23.00	15.50	
REVENGE OF SHINOBI	30.00	23.00	15.50	
ROAD RASH	30.00	23.00	15.50	
ROBOCOD	32.00	24.50	16.50	
ROLLING THUNDER II	35.00	27.00	18.00	
STREETS OF RAGE	30.00	23.00	15.50	
SUPREME COURT BASKETBALL	40.00	30.50	20.00	MAR
TERMINATOR II	35.00	27.00	18.00	MAR
TOKI	32.00	24.50	16.50	MAR
WINTER CHALLENGE	35.00	27.00	18.00	FEB

MASTER SYSTEM

TITLE	NEW	S/HAND SELL	S/HAND BUY	DUE
AFTERBURNER	25.00	16.50	11.00	
ASTERIX	27.00	18.00	12.00	
BASKETBALL NIGHTMARE	25.00	16.50	11.00	
BONANZA BROS	25.00	16.50	11.00	
CHESS	27.00	18.00	12.00	
DOUBLE DRAGON	25.00	16.50	11.00	
DONALD DUCK	25.00	19.50	13.50	
FLINTSTONES	25.00	16.50	11.00	
G-LOC	25.00	16.50	11.00	
INDIANA JONES	25.00	16.50	11.00	
LASER GHOST	25.00	16.50	11.00	
LINE OF FIRE	27.00	18.00	12.00	
MERCS	27.00	18.00	12.00	
MICKEY MOUSE	25.00	16.50	11.00	
MOONWALKER	25.00	16.50	11.00	
PRINCE OF PERSIA	27.00	18.00	12.00	
PSYCHO FOX	25.00	16.50	11.00	
SHINOBI	25.00	16.50	11.00	
SONIC THE HEDGEHOG	25.00	19.50	13.50	
SUPER MONACO	25.00	16.50	11.00	
TOM AND JERRY	25.00	16.50	11.00	
WONDERBOY III	25.00	16.50	11.00	

GAMEGEAR

TITLE	NEW	S/HAND SELL	S/HAND BUY	DUE
BERLIN WALL	22.50	15.00	10.00	FEB
CHASE HQ	20.00	16.00	11.00	FEB
CHESSMASTER	20.00	16.00	11.00	MAR
DONALD DUCK	22.50	17.50	12.00	
GOLDEN AXE	22.50	17.50	12.00	
HALLEY WARS	20.00	16.00	11.00	
JOE MONTANA	20.00	16.00	11.00	
LEADERBOARD	20.00	16.00	11.00	
MICKEY MOUSE	20.00	16.00	11.00	
NINJA GAIDEN	22.50	17.50	12.00	
OUTRUN	20.00	16.00	11.00	
PUT AND PUTTER	20.00	16.00	11.00	
SHINOBI	20.00	16.00	11.00	
SOLATAIRE POWER	20.00	13.50	9.00	
SONIC THE HEDGEHOG	20.00	16.00	11.00	
SUPER MONACO	17.00	13.50	9.50	

ALL PRICES
MEMBERS

NON MEMBERS ADD £5 NEW

0689 8

FREE
MEMBERSHIP

AFTER YOUR FIRST PURCHASE OF OVER £20. MEMBERSHIP ENTITLES YOU TO:

£5 OFF NEW GAMES £2 OFF USED GAMES

DELIVERY

All games sent by recorded delivery.
Please add £1 per game.
All consoles sent by courier.
Please add £5 per console.

WE WANT YOUR GAMES

Why pay full price for older titles?
Buy second-hand or part-exchange your old games for new.
Thousands of new and used games in stock now!
We will also buy your old games. Phone now for your free quotation.
£1 handling charge per game . . .

SALES HOTLINE

3 sales lines
Open 7 days a week
9am – 7pm Weekdays
9am – 5pm Weekends

RETAIL SHOPS TERRI'S GROUP PLC

381 WALDERSLADE ROAD WALDERSLADE CHATHAM, KENT 0634 862036	166 HIGH STREET BECKENHAM KENT 081-650 1205	22 STATION SQUARE PETTS WOOD KENT 0689 827116	292 HIGH STREET ORPINGTON KENT 0689 821515	90 HIGH STREET SIDCUP KENT 081-300 0990	296 LONSDALE DRIVE RAINHAM KENT 0634 35641

MEMBERS SAVE UP TO £2.50 IN OUR RETAIL SHOPS

ADVANCE ORDERS

We take ADVANCE ORDERS with NO OBLIGATION TO BUY, all new titles. Top selling titles are always in short supply. Place your order in advance, and it will be shipped to you ON DAY OF ARRIVAL – Don't be disappointed – ORDER NOW!

ALL PRICES SUBJECT TO CHANGE.

LYNX

TITLE	NEW	S/HAND SELL	BUY	DUE
APB	23.50	18.50	12.50	
AWESOME GOLF	23.50	18.50	12.50	
CHEQUERED FLAG	23.50	18.50	12.50	
GAUNTLET III	23.50	18.50	12.50	
HARD DRIVIN'	23.50	18.50	12.50	
HYDRA	23.50	18.50	12.50	
NINJA GAIDEN	23.50	18.50	12.50	
ROADBLASTERS	23.50	15.50	10.50	
ROBOTRON	23.50	18.50	12.50	
STUN RUNNER	23.50	18.50	12.50	
TURBO SUB	23.50	18.50	12.50	
VIKING CHILD	23.50	18.50	12.50	
WARBIRDS	23.50	18.50	12.50	
XYBOTS	23.50	18.50	12.50	

GAMEBOY

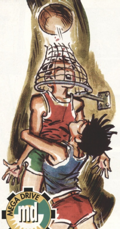
TITLE	NEW	S/HAND SELL	BUY	DUE
ADVENTURE ISLAND	22.50	17.50	12.00	FEB
BEETLEJUICE	20.00	16.00	11.00	
CASTLEVANIA II	20.00	16.00	11.00	
CHOPLIFTER II	20.00	16.00	11.00	
DOUBLE DRAGON II	20.00	16.00	11.00	
DOUBLE DRIBBLE	20.00	16.00	11.00	FEB
DUCK TALES	20.00	16.00	11.00	
FINAL FANTASY II	22.50	17.50	12.00	
GRADIUS	20.00	16.00	11.00	FEB
JOE AND MAC	22.50	17.50	12.00	FEB
JORDAN V BIRD	20.00	13.50	9.00	
MEGAMAN II	22.50	17.50	12.00	
MICKY'S DANGEROUS CHASE	20.00	16.00	11.00	
NINJA GAIDEN	20.00	16.00	11.00	FEB
NINJA TURTLES II	22.50	17.50	12.00	
PRINCESS BLOBETTE	20.00	13.50	9.00	
PUNISHER	20.00	16.00	11.00	
ROBOCOP	20.00	16.00	11.00	
ROBOCOP II	20.00	16.00	11.00	
SIMPSONS	20.00	16.00	11.00	
SNOW BROTHERS	20.00	16.00	11.00	
STAR TREK	22.50	17.50	12.00	MAR
SUPER HUNCH BACK	20.00	16.00	11.00	FEB
SUPER MARIO LAND	15.00	12.50	9.00	
SUPER OFF ROAD	20.00	16.00	11.00	FEB
TERMINATOR II	20.00	16.00	11.00	
WWF SUPERSTARS	20.00	16.00	11.00	

NES

TITLE	NEW	S/HAND SELL	BUY	DUE
DOUBLE DRAGON II	40.00	26.00	16.50	
DUCK TALES	35.00	27.00	18.00	
GREMLINS II	44.00	28.50	18.00	
JACK NICHOLAS GOLF	40.00	26.00	16.50	
MEGA MAN II	40.00	30.50	20.00	
PROBOTECTOR	34.00	22.00	14.50	
RESCUE RANGERS	40.00	26.00	16.50	
ROBOCOP	40.00	26.00	16.50	
SIMPSONS	34.00	26.00	17.50	
SNAKE RATTLE AND ROLL	30.00	23.00	15.50	
STAR WARS	40.00	30.50	20.00	
SUPER MARIO BROS III	35.00	27.00	18.00	
TRACK AND FIELD II	30.00	23.00	15.50	
WORLD WRESTLING	34.00	22.00	14.50	
WWF WRESTLING	34.00	26.00	17.50	

SUPER NES

TITLE	NEW	S/HAND SELL	BUY	DUE
ADVENTURE ISLAND	40.00	30.50	20.00	APR
CASTLEVANIA IV	40.00	30.50	20.00	
CHESSMASTER	40.00	30.50	20.00	FEB
F-ZERO	35.00	27.00	18.00	
FINAL FANTASY LEGEND II	45.00	34.00	22.50	
FINAL FIGHT	40.00	30.50	20.00	
JOE AND MAC	35.00	27.00	18.00	FEB
LEGEND OF MYSTICAL NINJA	40.00	30.50	20.00	MAY
LEMMINGS	40.00	30.50	20.00	APR
MAGIC SWORD	40.00	30.50	20.00	APR
PILOT WINGS	40.00	30.50	20.00	
SMASH TV	35.00	27.00	18.00	FEB
SUPER OFF ROAD	35.00	27.00	18.00	FEB
SUPER WRESTLEMANIA	40.00	30.50	20.00	FEB



Reviewed!

The two BIG names in basketball, one-on-one. Exciting stuff or a pile of dribble? PAUL MELLERICK, renowned for his bouncing skills (cheques, usually), lines up for the shot. Missing by a clear two feet, he groans, swears a lot then pulls up a seat in front of the MD.

JORDAN
Super On

Michael 'Air' Jordan: Chicago Bulls' star and man of the people. A man who gets paid horrendous amounts of money for bouncing a ball around a court and throwing it through a net ten feet from the ground — not to mention various aerial stunts that earned him his nickname.

Larry Bird, the Boston Celtics' old timer. Amazing accuracy makes him the best three-pointer in the NBA (National Basketball Association). Take these sporting icons, put them in a game and what do you get? *Jordan vs Bird*, the latest sport sim from the ever-so talented guys at Electronic Arts.

EASN have produced their first dire game

It's more than one game — it's three! As well as the one-on-one game there are two events which allow you to act out the fabulous abilities of each character.

Around the angles

First there's Mr Bird, famous for his three-point shots. So you get to take his place (surprise surprise!) in a three-point contest.

You have 60 seconds to get score as many baskets as possible, throwing five balls from five different angles. Each successful shot is worth one point, apart from the last ball which is worth two, giving a possible maximum of 30 points.

The controls for this part of the game are slightly awkward and take a bit of practice to master. Button [A] picks the ball from the stack, [B] triggers the jump and [C] must be pressed at the right time to sink the ball. Although annoying, the system does get easier after a few goes.

Dunk 'em

The next (non-)event is Michael Jordan's speciality, the slam-dunk. You take part in a slam-dunk contest, taking your pick of three styles of slam from ten available and scoring as many points as possible.

The court's show from the side, Jordan poised on the edge of the 'D'. Pressing [A] starts his run. A coloured bar on the floor shows where to begin the shot by hitting [B]. Holding [B] performs the selected move and should be released at just the right time to score.

Each dunk's awarded up to ten points by each of five judges, so 50 points are possible for each shot. After you've had your fill of these two events, it's time for the main game — the one-on-one of the game's sub-title. As the name suggests, it's just you against the computer (or second player).

The rules are slightly different to normal basketball, the action taking place in only half the court. The aim's simply to manoeuvre around your opponent and try and score a basket.

Each basket inside the three-point line's worth one point, each outside the line's worth two points (so why's it called the three-point line? —Ed.) One major rule change means that if you collect a rebound from your opponent, you have to clear the ball out again before you can attempt a shot yourself. When possession begins, the shot clock counts down from 24 seconds. If you fail to shoot, the referee blows his whistle and the ball goes to your rival. If you collect a rebound the clock automatically starts counting down from 24 seconds again.

The fatigue factor

There are two ways of winning the game, depending on which type of game you chose. You can play a scored option, the first player to score 11, 15 or 21 points declared the winner, or you can play for periods of two, five, eight or 12 minutes, the highest score deciding the winner.

The number of options are up to EASN's usual high standards, with the choice of arcade play, where your player never tires, or a simulation where a fatigue factor makes a real difference. This is shown by a power gauge at the back of the court. You can take a time-out to regain power, but so does your opponent.

There are four skill levels — Recreational, Varsity, College and Professional — varying from easy to almost impossible.

Keeping a steady hand's the name of the game , but you've got less than a minute to sink those balls!

A little mid-game entertainment is provided, but you'll be skipping through it before too long.

Electronic Arts have come up with some real corkers of late. Unfortunately, *Jordan vs Bird* is my least favourite of their titles, sad 'cos sports sims are usually their forté. Nevertheless, presentation's of a high standard with plenty of options to tweak and nice pics of commentators. As Paul's said, the two guys are blocky at times, but overall, graphics aren't too much of a disaster. Gameplay's where *Jordan vs Bird* falls down — it's just so BORING! One-on-one's not a good basis for a game. Who in their right mind would choose 12 minutes duration for each of four periods?! The mini-games are easy to master after a while and are only a mild distraction from one-on-one. *Jordan vs Bird* is the black sheep of the EA family. Better luck next time, chaps!

ADE

Another option lets you decide who has the ball after a basket's been scored. Loser's Outs gives the ball to the opposition after a basket's been made, Winner's Outs awards it to the scorer.

You can also turn the instant replay function to manual, operating it via the pause menu, and you can turn the in-game music off, thankfully.

Nintendo graphics?!

I *love* EASN sport sims — my two fave games are *EA Hockey* and *John Madden's '92* — so when they release a new game I have more than a passing interest. On top of that, I do like a bit of basketball, so I was well looking forward to this game!

The usual brilliant presentation's here but with so many options to change, reading the manual's a must. The reckless can always dive straight in and play but won't get as much from the game.

Graphics are the first thing that you notice in a game, and boy, do you notice these! One word springs to mind: Nintendo (slang for crap —Ed).

Although very colourful, the sprites are vaguely defined and very blocky. Not content with that, they're also short of animation frames. Great times were had by all when Michael Jordan did his little shuffle in front of the basket ('Where's the zimmer frame, Mike?').

The only decent pieces of animation are for the slam dunks, with the added touch of flash cameras in the audience.

Unusually for an EA title, sound's dull and irritating. Definitely one for the Kylie fans among you.

Nowhere to run

The real trouble with the one-on-one game is the way it's executed: badly. Holding down button [A] makes both you and the computer player run.

Don't get me wrong, the computer isn't hard to beat, but with only half the court and no other players involved, the action becomes very tiresome and repetitive.

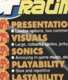
Although the other two (novelty) events provide some interest, they have no bearing on the skills you need in the game and after a few practices plays they become nauseating, to say the least.

All in all, EASN have produced their first dire game and even basketball fans should dribble well wide of this.

PAUL

Pick your specialities and mount up those points. Paul's top score is 148 so far, so stitch that up!

Some of the slam-dunk options are easier than others, but don't forget the judges know that too!



- PRODUCER: ELECTRONIC ARTS
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1-2
- PRICE: £39.99

SF RATING

86% PRESENTATION
- Loadsa options, two commentators

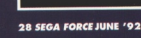
72% VISUALS
- Large, colourful sprites, jerky animation

45% SONICS
- Annoying in-game music, okay FX

55% PLAYABILITY
- Slow and repetitive

59% LASTABILITY
- Three events but ultimately boring

57% FORCE
- The first bad game from EASN. Come on, lads!



DAVID ROBINSON Supreme Court

'Aaaargh! With all these basketball games, I'm fast running out of things to say!' PAUL MELLERICK's dribbling again...

This time it's Sega who've lined up a basketball game to part us from our hard-won dosh. What can they do to spice it up? Read on.

David Robinson's a big basketball star in the States. And when I say big, I mean BIG! Very tall and built like a brick sh— outhouse! You don't mess with David (even if your name's Goliath).

This time we've got a no-nonsense basketball simulation with all the rules and regulations of the real thing. But the perspective's very different.

Viewed from a grandstand position, the court's flipped at an angle of 45 degrees. To add to the confusion, it flips à la *John Madden's*, so when in possession you're always running up the court.

The choice is yours...

Options abound in this game. Where would we be without them?

You can change the length of the periods, choose a three- or five-man team, select a fade or instant flip-screen, play against the computer or another, and have music or effects.

On top of all that, you can play an exhibition match or take part in the tournament. Choose your team from one of four available and play each team once — the winner's the team with the most points (how strange! —Ed).

The small character sprites are very similar to *Super Real Basketball*, as is the animation, except it's been slightly updated and made smoother.

In-game music and sound effects are simple, vaguely interesting but *really* out of place.

Or is it?

To cap it off, the gameplay's useless.

You control your player with the D-pad and pass using button [A]. Then you immediately pass up to the other end of the court, whether you want to or not, and must try to score with [B].

The control system alters when you're in defence, button [B] blocking and [C] switching the player under your control.

The play switches very quickly and gives a hurried sense to matches but the game's just too awkward to control. The computer teams are okay but after a while they're too easy to beat.

This game could have been really good. Instead, it's simply run of the mill.

PAUL

Reviewed!

MASTER SYSTEM ms MEGA DRIVE md

Lakers, Pistons, Celtics, Mavericks. What a load of old Bulls. Basketball, the only game where being tall, lanky and skinny is a great advantage. So we thought we'd get PAUL MELLERICK to play it.

ARCH RIV

For those not in the know, *Arch Rivals* is a great coin-op from about two years ago. Not widely known as an arcade machine, it was inevitable that a console/computer version would come from it in the end.

Arch Rivals is a one-on-one basketball game with a few rule changes and various handicaps thrown in. Actually it's two-on-two, but your second player is controlled by the computer. You use him to defend your basket when you're up the other end of the court. Bounce passes off him and he assists in scoring.

You select your player from eight characters available and your computer controlled assistant from the seven then remaining.

As you'd expect, each player has special attributes that help you decide who to use. For instance, Tyrone's a defensive giant who excels at brawling and Vinnie's fast, sure-footed and great at the basket. I know who I picked...

He can fall and lose possession... or you pull his shorts down!

Over the moon

Arch Rivals is simplicity itself to control. On the Master System, button [1] passes to and from the computer, button [2] shoots.

The Mega Drive version works slightly differently. Button [A] is used for shooting, [B] for passing, and when you're attacking, [C] does nothing.

But when you've lost possession, the controls alter slightly. On the defensive you can use all sorts of dirty tricks to try and get the ball back — the dirtier the better.

Press [A] to jump, useful at the basket to stop the opponent scoring. Button [B] attempts a steal, but also punches your opponent to the floor (that's the one I like! —Ed).

But button [C] is the gem. It controls your dive towards your combatant. If you make contact, one of two things can happen: he can fall down and lose possession... or you pull his shorts down! Very childish but one helluva laugh.

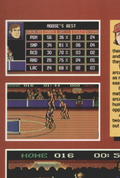
While these extras may seem confusing and completely useless, they actually have the totally opposite effect, making *Arch Rivals* great fun to play.

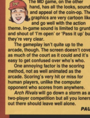
Games spread over four quarters of five minutes, your coach gives hints and tips after each. At half time, you can sit back and enjoy the cheerleaders' show.

Although the graphics and sound on both systems are up to scratch, *Arch Rivals* is one of those games which rises or falls on its control system and how the computer interprets your commands.

The MS version isn't as well developed as the MD. It has all the graphics and playability but no presentation screens or two-player mode, as yet. That being the case, we felt it would be unfair to review it (unlike SEGA PRO, who reviewed it anyway...).

PAUL





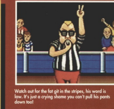
The MD game, on the other hand, has all the looks, sound and appeal of the coin-op. The graphics are very cartoon like and go well with the action theme. In-game sound is limited to grunts and shout of 'I'm open' or 'Pass it up' but they're very clear.

The gameplay isn't quite up to the arcade, though. The screen doesn't cover as much of the court as it could and it's easy to get confused over who's who.

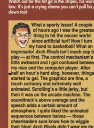
One annoying factor is the scoring method, not as well animated as the arcade. Scoring's very hit or miss for human players, unlike the computer opponent who scores from anywhere.

Arch Rivals will go down a storm as a two-player competition but all you loners out there should leave well alone.

PAUL

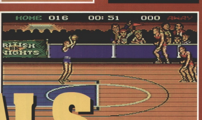


Watch out for the fat git in the stripes, his word is law. It's just a crying shame you can't pull his pants down too!

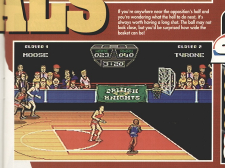


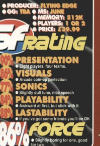
What a sporty issue! A couple of hours ago I was the greatest thing to hit the soccer world since artificial turf! Now I turn my hand to basketball! What an impresario! *Arch Rivals* isn't much cop to play — at first. The control mechanism's a little awkward and I got confused between my man and the computer player. After half an hour's hard slog, however, things started to gel. The graphics are fine, a touch cartoony and extremely well animated. Scrolling's a little jerky, but then it was on the arcade machine. The soundtrack's above average and the speech adds a certain amount of atmosphere. I quite liked the animated sequences between halves — those cheerleaders sure know how to wiggle their hips! *Arch Rivals didn't wow me for too long. Like Paul, I advise you to play it with a friend.*

ADE



If you're anywhere near the opposition's half and you're wondering what the hell to do next, it's always worth having a long shot. The ball may not look close, but you'd be surprised how wide the basket can be!





MEGA DRIVE md

Reviewed!

DOU

It's a classic. In other words — OLD! It's joined the Arcade Blockbuster range and PAUL MELLERICK's joined the Tufty Club!

I *lurrrve* the *Double Dragon* coin-op! Spent many a bunked-off afternoon with the Lee brothers trying to rescue the love of their life (oh really! —Ed).

The original coin-op was one of the first simultaneous two-player beat-'em-ups, with loads of different moves and opponents to battle against.

Better still, when (or if) you completed the five missions, you could either rescue the girl or fight your mate for her! Brilliant stuff and guaranteed to lose you friends by the truckload.

So, the Mega Drive game's here, and after a lot of mucking about with release dates, Ballistic are about to get it on the shelves.

If you don't know the scenario, you're not missing much: Jimmy and Billy Lee have had their girlfriend kidnapped, and even though she can't make up her mind which one to go out with (tart), these boys want her back!

Ambitious lads

Bright lads, these, as they decide to take on the entire underworld! You have to guide them through the levels to Mr 'I'm the one who wants to be with you' Big, who's got the girl.

Now I'm not saying these guys ain't streetwise or tough. They aren't afraid to give someone a good kicking and they mean *business*. Trouble is, so does Mr Big, and his heavies are out to damage Jimmy and Billy before they come looking for him.

The usual assortment of baseball-carrying thugs and knife-throwing pimps are lining up to send you to the nearest casualty ward. Luckily Jimmy and Billy have a few tricks and tactics of their own; it's up to you to find them.

They have the usual punch, kick and jump buttons (which are redefinable) but using combinations of two buttons triggers a special 'street' move. Start fighting dirty! It's the only way, though with great moves like the elbow punch and reverse jumping kick it's wise to put in lots of practice before you seriously tackle Mr Big.

Spot on!

Although the game looks like the arcade machine there's a section missing from it, but it's only small and doesn't detract from the game.

You could either rescue the girl or fight your mate for her!

Otherwise it's a spot-on conversion, both graphically and sonically. All the colour and animation of the sprites are there, as are the various grunts and effects.

Although not parallax, the scenery's identical to the coin-op and includes delights like holes in bridges, bottomless pits and rock faces to get your butt up.. The in-game tune's a slightly warped version of the arcade and pleasant enough on it's own, but it's nicely backed up by various FX when you throw a knife or chuck someone over your shoulder!

The best thing about the conversion is the amazing playability — it feels as if you're in an arcade. And with the simultaneous two-player option, you can try and reach the end with your partner then bust each other's guts! Dead smart, this — provides just as much excitement as it ever did.

Lastability? What's that?

Sadly, 'cos the game's so close to the coin-op, it falls down in the lastability stakes. My first go saw me sail through all the levels without a problem (except for the odd hole) then beating up Mr Big.

Yes, I've played and finished the arcade coin-op, but everybody who played the MD game found it easy. Even Adrian got right to Mr Big on his first go! He did die there, but then he never did like a confrontation, the poor dear!

I can't see anybody *not* finishing the game within a week. Even though £30's a fair price, it's still a bit steep on the value for money front.

Another one for the rental shelves, I think.

PAUL

Crikey! It's tough in game-freak alley! By 5.30 on Monday afternoon I've usually had three nervous breakdowns and a cardiac arrest. Those games are too rock-solid for a nice bloke like me! But then again, I'd rather have 'em challenging than too bloody easy. *Double Dragon*'s a cinch! Strewth! *I* can't claim to have beaten the Sega European Champ, but on first play of *DD* I made it to the final level. Either Ballistic have made one helluva huge cock-up or I'm the next Paul Mellerick! (Heaven help us! —Ed). Okay, the graphics are above average, animation's fine and sound's good, but that doesn't make up for the absolutely appalling gameplay. The coin-up was relatively easy, too — perhaps a few original touches could've been added to make it more entertaining? *Double Dragon* won't find its way into my collection, you can bet your butt on that!

ADE

Carrying around a baseball bat is great for your ego and you can hit big, black monsters as well.

UBLE DRAGON

This is the options page, but changing this just makes it easier than ever.

- PRODUCER: BALLISTIC
- GG: N/A
- MS: OUT (SEGA)
- MEMORY: 512K
- PLAYERS: 1 OR 2
- PRICE: £29.99

SF RATING

75% PRESENTATION
- Intro, lives and credit controls

82% VISUALS
- Spot on to the coin-op, as expected

77% SONICS
- Nice tune and good FX

84% PLAYABILITY
- Easy to play and two can too

25% LASTABILITY
- Even novices will finish it quickly

43% FORCE
- A great coin-op but will last as long as Wee Willy's winkle!

WIN A MEGA-CD !!

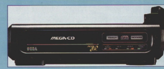
WIN WIN

Answer our simple games questions and have your choice of one of these great machines + ten top games of your choice FREE

CALL 0891 662 552

WIN
A SEGA GAME GEAR
0891 662 552

WIN
A SEGA MEGA DRIVE
0891 662 552



WIN
A NINTENDO GAME BOY
0891 662 552

WIN
A MASTER SYSTEM II
0891 662 552

TEN GAMES OF YOUR CHOICE INCLUDED FREE WITH EACH MACHINE WON

Please ask permission of the person who pays the bill. Calls charged at 36p min cheap rate, 48p other times. Ensmore Ltd, P.O. Box 1183, Bournemouth BH8 9YS

PRESTON GAMES

13 Lowthian Street, Preston, Lancs PR1 2EP
Telephone: 0772 54857 (3 lines) Fax: 0772 823344

SHOP/MAIL ORDER
MON-FRI 9-8 PM
SAT 9-5 PM
SUN 10-4 PM

★ ★ USED CARTRIDGE SWAPS £3 - £6 ★ ★

e.g MD Desert Strike for 2 Cool Dudes	6.00
MD Kid Chameleon for Jordan V.Bird	6.00
MD Turrican for John Maddens	5.00
MS Golden Axe for Gauntlet	4.00
MS Populous for Donald Duck	5.00
GG Outrun for Sonic	4.00

SWAP USED CARTS FOR NEW TITLES

LATEST CARTS NOW STOCKED UP TO 20.00 FOR USED CARTS IN PART EXCAHNGE

ALSO STOCKED LYNX, GB, GG, SNES/SF

NEW RELEASES

MEGADRIVE	
DOUBLE DRAGON	29.95
OFF ROAD (UK)	29.95
TERMINATOR	TBA
LEMMINGS	TBA
CHUCK ROCK	TBA
MASTER	
RAMPART	TBA
PRINCE OF PERSIA	TBA
GAME GEAR	
SPACE HARRIER	TBA
CLUTCH HITTER	TBA

CALL (0772) 54857 NOW FOR FREE LISTS
PLEASE PHONE BEFORE SENDING ANY CARTS

WANTED
USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER
DEAD OR ALIVE
CASH PRIZES
0891 313579

TERMINATION

Win A Mega Drive
0891 313583

If you are under 18 years of age please obtain permission of whoever pays the phone bill. Max cost of call $2.70 Cheap $3.60 All Other Times. INFODIAL PO Box 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times.

DIAL-A-TIP

CHEATS, TIPS AND GAME SOLUTIONS

CHEATS GALORE	0891 101 234
CONSOLE HOTLINE	0891 445 990
CONSOLE CHEATS AND TIPS	0891 445 991
SEGA CHEATS AND TIPS	0891 445 933
NINTENDO CHEATS AND TIPS	0891 445 913
SHADOW OF THE BEAST HELPLINE	0891 442 022
HEROES OF THE LANCE HELPLINE	0891 442025
THE IMMORTAL HELPLINE	0891 445 928
COMPUTER FUNLINE	0891 445 799
SONIC & QUACKSHOT HELPLINE	0891 866 001
SHINING IN THE DARKNESS HELPLINE	0891 866 002
BUCK ROGERS COUNTDOWN TO DOOM	0891 442 030

FOR FULL INFORMATION ON ALL OUR OTHER HELPLINES RING 0891 445 904

★ ALL SERVICES UPDATED WEEKLY ★

ALL LINES UPDATED WEEKLY
PROPRIETOR- Jacqueline Wright, P.O.Box 54, Southwest, Manchester M15 4LS Calls cost 36p per min 'cheap rate' and 48p per min at other times

The Pittstop

Playing Tips!

If ya head needs a service, ya see a shrink. Ya console needs an MOT, ya take it to game surgeon. ADRIAN PITT's yer man. A bloke with a huge big end! He's turbo charged and fuel injected. His dipstick's poised and ready for action...

Those who say it's wimpy to cheat are hypocrites! I can't believe they've never scrawled the answers to the biology multiple choice exam paper on their shirt cuffs, or the back of Murray Mint wrappers, for that matter.

So when it comes to hints and tips, this is the place to be! Don't be embarrassed if you're struggling — come outta the closet! We've no inhibitions here! Let it all hang out! And if anyone bullies you 'cos you need my help, pop their name and address on a postcard and send it to Esther Rantzen!

£150 of software to be won!

Yep! You'd better believe it! If you wanna be healthy and wealthy — get wise! *Your* tips could lead to instant fame and big cash prizes! (God! I sound like a game show host!).Well, whaddya expect with an uncle called Bob!

This month's cheat-busters are **Steven Bailey** of **Mid Glamorgan** for MD *Streets Of Rage*, **Simon Nunnery** from **Merseyside** for GG *Shinobi* and **DJ O'Hatle** of **London** for his plethora of Mega Drive tips. I've never seen so many! Well done game freaks!

Think you can do better? Get crackin'! There are three MEGA £50 software vouchers up for grabs. Cheat till you're green around the gills and one could be yours! Write to: PITT STOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Miss out and weep!

THE PITT STOP WORKSHOP

Altered Beast (MS)....37
Altered Beast (MD)....39
Alex Kidd Miracle World (MS....39
Arnold Palmer's Golf (MD)....37
Arrow Flash (MD)....37
Batman (MD)....37
Columns (MD)....39
Decapattack (MD)....38
Desert Strike (MD)....39
E-SWAT (MD)....36
Fantasy Zone (MS)....39
Ghouls 'n' Ghosts (MD)....37
Golden Axe (MD)....38
Granada X (MD)....38
Gynoug (MD)....39
Hardball (MD)....39
James Pond (MD)....37
John Madden's Football (MD)....39
Mercs (MD)....38
Moonwalker (MD)....37
Ninja (MS)....39
Penguin Land (MS)....39
Quackshot (MD)....36
Rastan Saga (GG)....36
Secret Command (MS)....36
Shinobi (GG)....36
Slider (GG)....36
Sonic (MD)....37
Spy vs Spy (MS)....39
Streets of Rage (MD)....38
Twin Cobra (MD)....39
Valis 3 (MD)....36
Wonderboy (MS)....37
Wonderboy in Monsterland (MD)....38
Xenon 2 (MS)....37

STUCK IN A RUT!

The PittStop 'First Ade' Section!

If you've a problem completing one of your games or think you can help someone who's struggling, get scribbling! Send your solutions to the usual address and mark your envelope 'STUCK IN A RUT!'

E-SWAT (MD)
Finish the game and when the title screen reappears, press and hold [A], [B], [C], then push down left on the joy-pad. Push Start continuously until the screen goes black. You access a level select screen. Calum Stewart, Stirlingshire

SECRET COMMAND

If you die before Level Two in one-player mode, plug in the other control pad and start a two-player game. In two-player mode, if you die after Level Three, you can continue if you both push buttons [1] and [2] together. **J French, South Glamorgan**

SLIDER

Loads of people sent in level codes 2–99 for this easy GG game. I'm not going to make it easier than it already is by printing them all, so here are a few passwords courtesy of **Shelley** and **Jennifer Patient** of **Clwyd**.

Level 10: ACAC   Level 15: JCLG
Level 20: AAEE   Level 25: JAPI
Level 30: ACEG   Level 35: JCPK
Level 40: AEAE   Level 45: JELI
Level 50: AGAG

VALIS III (MD)
Press Up, [A] and [C] then hold down Start until a black screen appears. You get a hidden menu. Gabriel McEvoy, Port Arlington

RASTAN SAGA (GG)
When the Game Over sign appears, hold Up and Start for a continue.

QUACKSHOT

One of Paul's fave games. Here are some tips from a young lady called **Claire** of **County Dublin**. Come on Claire, most people have got embarrassing surnames, but you've gotta learn to live with it. Let's know what it is next time and we can all have a good laugh! Anyway, on with the hints...

South Pole: The killer whales appear in between every third and fourth iceberg. Shoot a plunger as soon as you land on the icebergs to prevent Donald from sliding into the water (the plungers are green).

Egypt: In the ruins, climb up the first ladder you see. There's a wall to your right. Use the plunger, climb up the wall. Donald enters a small room with a few bonus items. Take these and climb up the wall in the room. You've found a shortcut!

Maharajah's Palace: Use popcorn while jumping to kill the tiger.

Viking Ghost Ship: Kill the first two Vikings with bubblegum (these are on deck). Underneath them are several bonus items.

The Island: Jump as high as you can while trying to reach the other tower on the disappearing columns.

SHINOBI

I've printed bits and drabs on this, but now, thanks to **Simon Nunnery** of **Merseyside**, the complete solution is yours! And he wins a £50 software voucher for his efforts!

The best way to get to Neo City is Highway, Harbour, Valley then Woodland. Start at Highway with **red**. Kill everything on the first two levels.

On the second stage, use red's magic to kill the men shooting lasers at the top. Get the power-up on the top of the second building.

At the **Harbour**, use **pink** shinobi and race through the levels. To kill the people on the ceilings of the second stage, walk next to them and as you fall, fire with pink's bombs. Get the second power-up on the far right side.

To kill the robot, use pink. When the bad guy's arm goes back for the second time, jump up and bomb **yellow** on the back. Four attempts and the robot's dead.

At the **Valley**, use **yellow** shinobi. You can now walk on water (woo!). Watch out for other shinobis that jump out at you.

Fall off the first waterfall, walk along and get the third power-up. To get through the second level, use yellow's magic and you're invincible.

To kill the end-of-level ninja, use **pink** and jump up, left, then stay where you are. As he appears on the left-hand side, bomb him eight times.

In the **Woodland**, use **blue** to get through quicker. Use his magic to fly. Get the final power-up at the top and to the right. Use **pink** to kill the laser-blasting statues. Jump and bomb their heads.

At the top of the tower on the second level, go to the white post. Jump up and fire right. On the left there's a power-up. Use **blue** to kill the mask. Stay in the corner and fire the yo-yo. Go to the centre, face left and fire again. Go back to the left-hand corner and fire. Repeat several times.

Now you're at **Neo City**. Use **green** for the first screen and jump on the falling blocks. Go to the blocks on the left-hand side (nearest to you). Go up using the high jump until you reach the door on the left. Go through.

Use **yellow** to jump up the water chute. Keep to the right and go to the top.

On the next screen, go right. Use **blue**'s magic and go to the right-hand door at the bottom. Kill the mask as before. Stay with blue and jump up the disappearing blocks until you arrive at the laser beam room.

Go to the bottom and get a power-up. Go to the top, dodge the laser beams and go through the left-hand door. Now use **green** to kill the robot again. You're back in the water chute room again.

Go up again with **yellow**, but in the next room, go through the left-hand door at the bottom. The enemy come down and attack. Use **blue**, but walk slowly. Now you can get though the second section by entering the top door.

You're in a red room. Stand still. Use **red**'s magic to shatter the rocks. Use **pink** and walk along the ceiling until you reach the spikes. Fall down and go through the top door.

Move quickly in the next room because spikes fall. Each time you reach rocks, use red's magic. At the bottom, go through the left-hand door. Kill the ninja with **pink** as before (see **Valley**).

You're now in a new room. Go right. Use **blue** to swing or fly. Go through the top door. Dodge the spiked balls then go through the bottom door nearest you.

Use **red** again to oust the helicopter. You're back in the red room. Go through the same door as before and follow the same procedure Carry out the same method again in the room with the spikes, only this time go through the right-hand door.

In the next room, use **pink**'s magic to stop the water level rising. The following room's dark. Use pink's magic to get through.

Use **green**'s high jump to get across the following blocks. Beware: if you stay on them too long, they fall — and so do you!

In the next room, shoot the robots and use **blue** to fly horizontally. You're now in the final part of the game.

Use **red** to kill the laser-shooting shinobi. You get to a robot which throws a laser boomerang. He drains your energy considerably! To kill it, jump up and use your sword after the laser bomb's thrown. Hit it's head then crouch under the hand as it throws the boomerang. Continue until he dies.

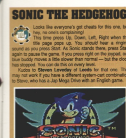
If you run low on energy, change to **green** and use his magic to self-destruct, then change to red again.

SONIC THE HEDGEHOG

Looks like everyone's got cheats for this one, but hey, no one's complaining!

This time press Up, Down, Left, Right when the title page pops up. You *should* hear a ringing sound as you press Start. As Sonic stands there, press Start again to pause the game. If you press right on the joypad, our blue buddy moves a little slower than normal — but the clock has stopped. You can do this on every level.

Kudos to **Steven Loveday** of **Leeds** for that one. This may not work if you have a different system-cart combination to Steve, who has a Jap Mega Drive with an English game.



ALTERED BEAST

Thanks to **David Harvey** of **Watford, Herts** for these ace cheats. Four continues each time you die.

1st Continue: Hold down the top-left D-button and press buttons [1] and [2].
2nd Continue: Hold down the bottom-left D-button and press [1] and [2].
3rd Continue: Hold down bottom-right and press [1] and [2].
4th Continue: Hold down top-right and press [1] and [2].

WONDERBOY (MS)

As soon as the credits screen appears, quickly press button [1] twice and [2] twice. While holding both buttons down, push Up or Down to select an area. Left/Right to select a round.
Carlo Bottari

THE WELSH WONDER!

Chris Brown from **Haverfordwest, Dyfed** isn't 'just a housewife' — she's a Mega Drive marvel!

Ghouls 'N' Ghosts

For invincibility, press Up, [A], Down, [A], Left, [A], Right, [A], [B], [C] on the title screen. You trigger invincibility by pausing and unpausing the game.

A hidden chest appears on Level One when you walk to the far left of the screen and jump.

For chests hidden in the landscape: On Level One, stand on the wall by the bird's tree and jump off the edge of the towards the guillotine.

On the second part of the level, walk under the first whirlwind. Jump over the second and jump again. When you climb the last ladder and walk left a chest appears.

Go to the line of trees with faces (these are near then top of the level) and walk towards the last tree on the left. Stand then jump to make the life appear.

On level four, when you reach the second ice slide, jump to the far right of the screen.

James Pond

Level 1: On the far left, out of the water, is a secret entrance to Level 11. On the seabed, far left is the secret entrance to Level Six. You've got to free all the lobsters before you find a secret entrance.

To the right of the pillar is a hidden bonus block (out of water), travel right and there's another bonus block. Underneath the platform is a room with loads of bonuses. To the right of that, above the second small hill and out of the water, is another hidden bonus block.

There's another block between two large hills in the right half of the ocean.

Moonwalker

Level 1.1: Dance to death
Level 1.2: Dance to death
Level 1.3: Jump and hit him
Level 2.1: Dance to death
Level 2.2: Go to the right of the screen, crouch down and fire left and right
Level 2.3: Watch the white dog. Kill him by firing your hat. You only get a few chances
Level 3.1: Dance to death
Level 3.2: Dance to death and only two are left. These split in half and are killed with your hat. They can't be harmed when split
Level 3.3: Wait until these guys have got together and kick one to the side of the screen. When he tries to re-enter, keep kicking. Do this to the other bloke
Level 4.1: Dance to death
Level 4.2: Go to the right side of the web and duck down. Fire at the zombies and spiders as they enter
Level 4.3: Dance those guys legless. Kill off the rest with the skills you've learned
Level 5.1: Jump on the high platform and dance to death
Level 5.2: Use the low platform as protection. Hide under and pop out to get them
Level 5.3: In your robot form, you get a free shooting star. Now you can do some serious damage!

Arnold Palmer's Golf

To get a secret game of *Fantasy Zone*, start a new game and take a hundred strokes on any hole (without sinking the ball). When Game Over appears, press Up, Up, Down, Down, Left, Right, Left, Right and button [A].

XENON 2

Struggling with this one? **Terry Harris** from **Newham** in **London** has some sound advice:

If you're having problems battling the prawn monster, here's what to do.

Wait at the top right-hand corner of the screen. There's a bug that sometimes makes the enemy's bullets pass straight through you!

Be patient. Wait until the creature's tentacle is stretched out as far right as it will go. Swoop underneath the prawn and shoot him smack in the eye! He now flashes white.

Fire until the tentacle loops back round and gets in your way. Go back to the left-hand corner. Repeat this process until he dies.

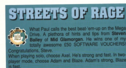
ARROW FLASH

Invincibility: In option mode, change Arrow Flash from Stock to Charge. Wait for the play demo (after the story demo) then keep Start pressed until the game begins. Each time you press [C] for 3–5 seconds, you become invincible for ten minutes!

BATMAN

Unlimited Men: In Level 3, at the far right end of the museum's first level is a 1-Up. Grab it and jump onto the rising platforms. When you reach the third platform or when the screen starts to scroll up, jump down and the 1-Up should be there again!

STREETS OF RAGE



What Paul calls the best beat-'em-up on the Mega Drive. A plethora of hints and tips from **Steven Bailey** of **Mid Glamorgan**. He wins one of my totally awesome £50 SOFTWARE VOUCHERS! Congratulations, Steve.

When playing solo, choose Axel. He's strong and fast. In two-player mode, choose Adam and Blaze. Adam's strong, Blaze is fast.

Practice the super move as much as possible — it's the most powerful in the game. Grab your partner from the front and throw him.

When you're grabbed by a baddie, hold [B] and wiggle the D-button. You should be able to throw them.

If thrown, hold Up and jump to land on your feet.

The best way to attack is: Punch, punch, grab from the front, knee smash, knee smash, jump over then drop.

Only bother with weapons on the first three stages.

When taking on guardians, particularly two at a time, use the throw as one beast usually lands on the other.

Whenever possible, play normal mode. Whenever you're running low on lives, plug the controller into port two and you control a second character — with full lives and continues. This doesn't work on Level Eight.

Level 1: Only bother with the pipe. Killing Mr Boomerang's simple: either keep punching him, fly-kicking, or grab from above and below.

Level 2: Pick up any weapons. Never use fly kicks on the baddie. Grab from above or below.

Level 3: Use any weapons. To kill Barbarian, keep fly-kicking him when he charges.

Level 4: Throw people into holes as often as you can. To kill the Fire Breather, grab then dodge back to stop him breathing flames. Now keep punching.

Level 5: Things get a little crowded here! Throw people into each other. Keep an eye on Blaze's sisters, they're hard to beat.

Level 6: Watch out for the Squashers and Fire Breathers!

Level 7: Throw as many people over the edge as possible. There are no guardians (phew!).

Level 8: Here you fight all the guardians again. To kill Mr Big, grab him from the side when he fires. When he tries to ram you, punch or fly-kick him.

WONDERBOY IN MONSTERLAND

Trisha Cox from **County Durham** is our Wonderboy expert this issue! See what I mean about surnames now!

Round 1: To kill the boss, stand in the centre of the screen and cut with your sword.

Round 2: Buy the shield from the shop. Beat the boss with four cuts if you have a sword, or two bullets if you have the gun.

Round 3: Buy Knight armour. When confronting the boss, aim just as he lands on the ground.

Round 4/5: Beat Giant Kong who's behind the hidden door in area two. Go underground to get a key. Drink two glasses of the cocktail in the tavern (area three) to receive a letter.

Round 6: If all your medicine's used up, there's a pharmacy hidden behind a secret door in area two. Buy a pair of boots from the shop behind the hidden door.

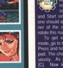
Round 7: Search for your uncle in area one. Go to the top of the tower in area three and blow the flute. The route to the residence appears. If possible, meet your uncle. When facing the boss, aim just as he hits the ground.

Round 8: Go through the passage in area one, collect the magic lightning. After getting the snakes using the lightning, hit the boss with the sword.

Round 9: Beat the demon behind the hidden door in area two to get the legendary sword. If you collect the legendary shield in area one, you're not hurt as much.

Round 10/11: Go to the shop on the sea bed twice to get a coat of arms. Buy the armour in area four. Get the ruby from the old woman behind the last door in area four.

Round 12: Don't slip in the passage. Get the dragon by attacking his heads with your sword, bombs or lightning.

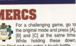


GOLDEN AXE

For level select, first choose Arcade mode. When you reach the character select screen, hold down Left, [B] and Start simultaneously. The number one should appear in the upper left corner of the screen. Use the D-pad to rotate this number to any game level.

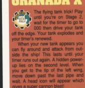
To get extra continues in Arcade mode, go to the character select screen. Press and hold down Left on the control pad. The characters should spin continuously. As you do this, press [A] and [C]. Now let all the buttons go and press Start.

MERCS



For a challenging game, go to the original mode and press [A], [B] and [C] at the same time. While holding these down, press Start and you enter a tough battle.

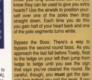
GRANADA X



The flying tank trick! Play until you're on Stage 2, wait for the timer to go to 000 then drive your tank off the edge. Your tank explodes and your timer's renewed.

When your new tank appears you can fly around and attack from outside the ship! This lasts until your timer runs out again. A hidden power-up lies on the second level. When you get to the tip of the left wing, move down past the last pipe and wait. A head icon will appear which gives a super cannon blast!

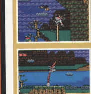
DECAPATTACK



Airwalk and Life Refill: Here are methods you may use together. The first is the airwalk, achieved by rapidly pressing button [C] after you jump.

Most of you know the red poles can throw you long distances, but did you know they can be used to give you extra hearts? Use the airwalk to position yourself over one of the poles then drop straight down. Each time you do this you gain half of your heart back and one of the pole segments turns white.

Bypass the Boss: There's a way to bypass the second round boss. As you approach the last fall before Toady, float to the ledge on your left then jump from ledge to ledge until you see the sign that says you've cleared the round. Be careful, though, you **must** get the special item before you exit the level. If you fail, you have to go back to the level and find the item, plus you run into the second round boss!



JOHN MADDEN'S FOOTBALL

Passwords: With these passwords, you can play in tournament play as either of the two teams mentioned.
New York at Washington - 0700100
New England at Buffalo - 0600100
Los Angeles at Chicago - 6504500
Atlanta at Chicago - 5002300
To stop you opponent from making extra points, while he's trying to kick a field goal, keep going offside until the ball's on the goal line. When your opponent tries to kick the ball, it's too low. If you're kicking off, here's how you can recover the ball: Make sure the indication arrow is on the kicker then press [C] repeatedly. When the kicker's about to make contact with the ball, press [A].

HARDBALL

Each of the following passwords launch you into the World Series with a commanding lead of three games to none.
Boston vs Texas: iAAEIGbe
California vs Baltimore: kcB3GIDi
Chicago (AL) vs Chicago (NL): 2cA2cADi
Chicago (NL) vs Chicago (AL): 2AAGGAbf
Cincinatti vs New York (AL): dcA2FHD8
Cleveland vs Houston: KcD0acDK
Detroit vs Milwaukee: acA7HJD2
Houston vs Boston: ccA7EGD6
Kansas City vs Cleveland: 0cA7IKDa
Milwaukee vs Kansas City: 0AAE
Minnesota vs Cleveland: 1cB5IKDa
Montreal vs San Diego: gAAEGEbk
New York (AL) vs New York (NL): FAIeBHbf
New York (NL) vs Atlanta: hAAEHFbh
Oakland vs New York (AL): jcA2FHD2
Philadelphia vs Los Angeles: eAAEECb5
Pittsburgh vs San Francisco: fAAEFDb2
St Louis vs Cincinatti: dAAEDBb7
San Diego vs Cleveland: gcA7HKDg
San Francisco vs Boston: fcA7EGD3
Seattle vs Toronto: 3cC6JbDE
Texas vs Los Angeles: eAAjFbbA

PENGUIN LAND (MS)
Press pause while playing then pull down. The screen moves. You can now plan your next move.
Carlo Bottari, Bucks

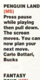
FANTASY ZONE (MS)
To buy lives for $1000 in the first shop, push pause 50 times on the title screen.
J French, South Glamorgan

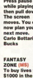
TWIN COBRA (MD)
If you run out of bombs, all you have to do is pause the game and press Up, Down, Left, Right and hold [B]. Unpause to restore your supply.
Stuart Marshall, Fife

DESERT STRIKE (MD)
Passwords: 2*TQJZLOK, 3*VLJKKTY, 4*BTTIKLK.
Derek Metcalfe, Carlisle Cumbria

GYNOUG (MD)
Go to the options screen, place the cursor on Control and hold down [A], [B], [C] simultaneously for around seven seconds. You are transported to the level select screen.
For an extra credit hold down [A], [C] and Left when the Game Over message appears.
Paul Weaver, Bristol

ALEX KIDD IN MIRACLE WORLD





I made an appeal a couple of issues back on behalf of Paul Mills who's struggling in the Puzzle Room. The solution *has* been printed, but literally hundreds of readers wrote in to help Paul out. So, just in case any of you missed it, here **Alan Jones** from**Wythenshawe** comes to the rescue.

When you've collected the hirotta stone from the Kingdom of Nibana, press pause. Place the arrow above the stone and press button [1]. This gives a close up of what's on the stone. This is the key to the puzzle room.

When in the room, you see pink blocks on the floor. Jump over the ones you're not using. If you do this correctly, each time you pass over the correct block, a bell chimes. The sequence is: Sun, Water, Moon, Star, Sun, Moon, Water, Fish, Star, Fish. The crown appears at the top left of the screen. Collect this and the game's complete.

Chris Brown from **Dyfed** helps on MS ***Ninja***. David Shepherd from Kilmarnock was struggling to get the five green scrolls.
SCROLL 1: appears on the first level after you kill the fourth ninja.
SCROLL 2: When you get to round four, shoot the bottom part of the dog statue (on the left-hand side) five times.
SCROLL 3: On round six, stay on the left of the last bridge. Go to the tree above the first samurai home (by the wall).
SCROLL 4: is on round eight. Go to the top of the last garden on the right and carry out the same method as for scroll three.
SCROLL 5: on level nine, stay on one side. When you get to the top of the wall, Ninniku walks on the wall. Wait and the green scroll appears.

Caroline Lague from **Bridlington** helps D Carter (the aged parent) with the chocolate bar monster in ***Castle Of Illusion***.

When the choc bar thumps the wall, blocks fall down. Pick up the block that's left and throw it at his face. Dodge the bar as it moves block by block to another location. Repeat this process a few times.

Colin Bergin of **West Bank, London** can't get out of the maze in *Revenge Of Shinobi* on the Mega Drive. Can anyone help him before it's too late?!

Michael Tuck of **Stockport** can't get past the spike bit on Cragg Lake, *Alex Kidd in Miracle World*. He also needs to know what the smouldering coals are used for on Level 145 of *Bubble Bobble*!

Howard Dunks of **Hampstead** wants cheats for MS *Spy Vs Spy*. I know one: Find the airport room. Wire up all the doors with traps and wait a while. When the other geezer tries to get in the room, he sets off the traps and drops his goodies. You can now step outside the door, pick up the booty and fly to the next embassy!

ALTERED BEAST

Continues: When you die, hold down the [A] button and press Start repeatedly until you reappear onscreen.
Options: Hold down [B] and press Start on the title screen.
Select the Beast: Change into the beast of your choice on each stage. Press Down and Left while holding all three buttons on the title screen.
Round Select: Choose your round on the option screen then hold down [A] and Start on the title screen.
Sound Test: To hear all the music, press Up and Right while holding down [A] and [C].
Attack the Credit Screen!: When you rescue Athena and the credits appear, kick or punch them to scroll.

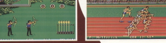
COLUMNS

Extra Magic Jewels: There's a way to trick the game into giving you a second magic jewel. Have one row of normal jewels stacked up almost to the top of the playfield. There must be a vertical space for only two of the three jewels in the next block to appear onscreen.

Watch the 'next block preview' box. When you see the magic jewel block's next, get ready to quickly move it on top of your prepared stack. After the magic jewel eliminates the 'touching' colour jewels, all the remaining jewels will drop down (as will the one magic jewel that was off the screen). This magic jewel will drop and eliminate *another* group of coloured jewels!
Extra 10,000 Point Bonus: To get a fast and easy 10,000 bonus points, have one vertical column empty all the way to the bottom of the playfield. When you get the block with the three magic jewels, position it so it falls down this column, all the way to the bottom. Since you don't get to use it to eliminate any coloured jewels, the game gives you 10,000 points instead.

'I was picked for the Olympics, but I'm untalented, unfit and I haven't got a passport,' said PAUL MELLERICK. Good job — success at the Sega Olympics was enough to send his ego into overdrive!

Swing, two, three, four and hurl that hammer.



A few months ago when I reviewed MD *California Games*, I mentioned that joy-stick-wagglers (or joypad-prodders) were a bit thin on the ground. Yep, my unique talent — foot-*in*-mouth disease — has reared it's ugly head again.

To celebrate the 1992 Olympics in Barcelona, US Gold have graced us with a classic blister-bustin', button-batterin', multi-event sport sim, *Olympic Gold*. This is yer down-to-Earth sim, where you've gotta run, jump and throw as fast as you can — preferably better than your opponents.

There are seven events in all, the same on both systems: the 100 metres, hammer throwing, archery, hurdles, diving, pole vault and swimming. A fair old mix, don't you think?

If you wanna be a...

Some events, such as diving and pole vault, need a fair bit of practice to master, so don't get too flicked off when you can't get anywhere near the records to start with.

Most of the games are straightforward: whack those buttons as fast as possible for the 100 metres and the hammer and make sure you've got a spare stick nearby in case of emergencies!

Thankfully, you don't have to go in at the deep

Flip out of that pike for a perfect 10 point dive.

end and can try practice mode first. Pick your event and build up your confidence.

You can check the Olympic and World records for each event and take part in a mini Olympics (haven't quite figured out why yet, unless it's for lazy beggars).

A smart touch is that all the records are genuine, with the times and names of the real holders. If you're good enough you can topple Carl Lewis's 100 metres world record. I have — 9.56 seconds! (Smart ass! —Ed.)

A blister-bustin', button-bashin' sport sim!

What do points make?

For the full Olympics you choose the number of players (1–4), the nationality of the competitors and change their names if you wish.

Their are 11 computer controlled opponents on the MD and five on the MS and you're aiming to score more points than everybody else. Pretty straightforward, that bit.

You get points depending on the position you finish in each event, with a maximum of 24 points for a gold medal. The absolute maximum you can score is 168.

Along with the score chart, there's a table showing how many gold, silver and bronze medals each competitor's won. It's always good to see your name up in lights.

Carrying a torch

Olympic Gold looks great on the MD, with detailed sprites and backdrops. The MS's a bit spartan in comparison but it's still good. What do you expect from the machine, anyway?!

Small sound effects such as a starting pistol and crowd cheers generate atmosphere and you'll need the volume up to time your starts perfectly.

A smart touch on the MD is the opening sequence. A very neat global pic showing all the modern Olympics since 1896 in Athens to Barcelona in 1992 kicks the game off to a great start.

Sports fans are gonna love this, if only for the number of events and options. Keep your peepers peeled for the full treatment next issue. ***PAUL***

Bash those buttons fast enough and you might win a Gold me like me.

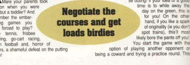
PAUL MELLERICK thinks all ball games have a particular fascination. But is this one gonna grab him where it hurts?

PUTT A

Remember those depressing holidays to Weston-Super-Mare your parents took you on when you were nowt but a toddler? And remember the embarrassing games you were forced to play? Table tennis, frisbee throwing, go-cart racing, beach football and, horror of horrors, a shameful defeat on the putting green!

Negotiate the courses and get loads birdies

Intense, exciting, playable... these are all words you're not gonna use to describe this little outing! If your idea of a good time is to while away the day on the green, this is for you! On the other hand, if you like a spark of originality (ie you don't spot trains), this'll most likely bore the pants off you! You start the game with the option of playing another opponent or being a coward and trying a practice round. This



ADRIAN PITT's never been in full control of a chopper before, but that didn't dampen his performance here any! (Eh eh!)

It's a hard old life being an air/sea rescue pilot! Having to put up with crashing, dodging aircraft and being shot dow it's all in a day's work! Welcome to the world of *Air Rescue*. And what a world it is, too! You take the role of a talented (?) helicopter pilot whose mission is to rescue those poor unfortunate souls who've gotten themselves into a spot of bother. This means getting your chopper out (missus) to the hottest trouble spots and airlifting those folks out of danger.

Turn on your machine and you're greeted to a colourful opening screen showing your craft being prepared on the heli-pad. The options screen gives the choice of normal or hard level. Be warned! Normal level's tricky enough so don't try to be too clever — you'll regret it!

Lucky ladders

At the start of each level you're shown a map of the area you fly over. Study it quickly! It helps to know where the hostages are and what to avoid!

Fly around, avoiding enemy aircraft and guns and pick up the men. Take them back to base as fast as possible, but don't brave flak too often — you can only carry four men at once.

RESC

done, you can begin…

The first thing that you notice are the graphics — or lack of them! Each level takes place on a huge sod (piece of turf, dorks!), apparently stranded in the middle of the Pacific! Very dull on the peepers. The sound leaves a lot to be desired — the annoying tune will have you reaching for the volume control in no time!

Easy-peasy!

The object of the game is to get the small, round object (the ball) into the small, round hole. This is made slightly harder by the moving platforms and obstacles which litter the course.

Pick up the ball with [2] and using a cursor, place it over the area you're aiming for. Set the angle of your shot, let your power build up and fire!

Once you've got the hang of it you can easily negotiate the courses and get loads birdies (wey-hey!). You'll find yourself flying through the levels as if they didn't exist! Later stages are slightly tougher but there isn't much here for even the most die-hard sports fan. Stick to watching golf on the TV and save this game for a wet weekend in Rhyll!

PAUL

To pick up a hostage, press [2] to lower a ladder. This draws their attention and allows you to pick them up. However, if you're too low you could crash your 'copter (not a good idea!).

The first level's Dangerous Holiday (now there's an understatement!). Avoid buildings and enemy aircraft and ferry seven men back to base to qualify for the next level.

Bombed out!

On most stages you can only retaliate with bombs but from Level 3 an extra option screen allows the use of other weapons such as a cannons.

The graphics are pretty good, bombed out buildings, ships and mountains filling the screen. The sonics are okay, the usual firing and explosion effects, but the tune might get on your nerves after a while.

Air Rescue's going to be a challenging game, keeping you on your toes for some time, but wait for the review to get the full lowdown.

ADE

Get a load of these end of level sprites! They might not move too swiftly, but they look pretty darned good so far on the MS!

SAGAIA

She may be flash but CLAIRE MORLEY could never save the Universe in 24 hours! Or could she...?

Remember the arcade game *Defender*? Of course you do! It was a swish variation of *Space Invaders*, the playing area scrolling both left and right. Even now, after all these years, there are cheap imitations turning up on computers and consoles.

Initially *Sagaia* looks *very* cheap! The basic idea is a little uninspired. You're the last hope for your race, or something, and you must pilot your fighter through wave after wave of alien attackers.

This game hasn't much new or challenge to offer

Along the way you can pick up extra points, weapons and an invaluable defence shield. Make sure you get this as the game tends to be over fast without it! Most of the nasties are easily dispatched but others require a few extra blasts.

Big guys

At the end of each level you'll find the BIG bad guy! And I do mean *big*! The end-of-level guardians are huge and pack loads of firepower! Graphically they're quite impressive but lack real movement.

After dispatching these fearsome foes, you're taken to the zone selection screen and shown a map of the solar system. Choosing the next planet whisks you off on yet another adventure! There are loads of planets to battle through in our familiar solar system and your opponents get tougher with each level. This is the main challenge of *Sagaia* and saves it from being a real howler. However, it becomes obvious after a few attempts that this game hasn't much new or challenging to offer.

The collision detection's pretty poor — your ship sometimes blows up for no apparent reason! This becomes damned annoying after a while, though you do get to start again where you left off. Tacky sound effects and an annoying tune accompany your intergalactic mission.

BANG! Aagh!

As these can't be switched off, you'll more than likely end up playing this one with earmuffs well and truly in place!

If the prospect of yet another destroy a galaxy/save the world/kill lots of harmless aliens game appeals to you, fine. But if you're looking for something a bit special, look elsewhere!

CLAIRE

Get the double bomb bonus to really cause some serious damage. One shots are ok, but you'll soon make life difficult for yourself!

The mid-level guardians are no piece of cake either! Keep your shield up at all times and you can pull through to less choppy waters!

Enter the big guns looking decidedly fishy! If your aim's true you can finish it off by sticking a few bombs down it's gullet!

EURO CLUB SOCCER

Kick Off, Kick Off, wherefore art thou Kick Off? Nowhere, so let's hope Euro Club Soccer from Virgin's good. PAUL MELLERICK inflates the balls to find out.

I've been waiting for over a year now for *Kick Off* to appear on the MD. Brilliant MS and GG versions have took to the pitch, 16-bit *Kick Off* still hasn't. It looks like it never will.

Still, another soccer hit from the Amiga has made it to the MD. Krisalis's *Manchester United Europe* was a smash hit on home computer and Virgin have the rights to MDise it. Renamed and tweaked, *Euro Club Soccer* looks like the first 'good' MD football game ever.

Why the name? For the simple reason the main tournament's the European Cup, involving clubs from European countries including England.

Each country has several teams in the competition with individual ratings. Most of you will choose English teams. The list is impressive: Arsenal, Leeds, Chelsea, Manchester United, Liverpool, West Ham, Tottenham Hotspur and... Rotherham United? No prizes for guessing which team the programmers support!

Game set then match

As with all the best footie sims, *Euro Club Soccer* has more than it's fair share of options, including the length of the match (4–90 minutes, realtime), background sound, kit design, control options and formation setting.

There are also two general gameplay settings, Simulation and Arcade. Simulation throws you straight in at the deep end — the first round, first leg of the European Cup — while Arcade's strictly a one-on-one feature against the computer or a friend.

The game's viewed from the stands and the whole pitch is about four screens in length. In the top left-hand corner's a timer counting up to 45 minutes at intervals relative to the chosen match duration. The opposite top corner shows the score and, when applicable, aggregate score directly below.

The name of the player in possession of the ball's also shown at the bottom of the screen, useful if you know your players' abilities like the back of your hand.

The control system's a bit daunting to begin with

A, B, C, easy as...

The control system's a bit daunting to begin with. Each button has a different function which changes depending on whether you have the ball or not. When not in possession, button [A] is used to steal the ball from opponents (if you're near enough) and [B]'s a sliding tackle (calling a foul *every* time for a yellow or red card) or a header if the ball's in the air. Button [C] isn't used.

If you have the ball, *[A]* is not used. A quick press of [B] passes the ball to your nearest player while a hold and release lobs it. Button [C] gives a long chip downfield but you must direct a player to the ball before the opposition do

Got all that?! Don't worry, you will.

Graphically *Euro Club*'s spot on. The pitch is great and the players animate very well. The player on the ball has four arrows pointing towards him to make things extra clear and happily they don't obscure things. The in-game tune's a bit out of place but fairly good. The sound effects, even for the simple kick of the ball, are reasonable.

Hopefully, many hours of playtesting will provide the MD with the one piece of software lacking from everyone's collection — a decent football game. 'Ere we go, 'ere we go, 'ere we ggooooo!

PAUL

Ho hum! An hour spent racing round a dirt track's not my idea of fun! Don't get me wrong, on the surface, *Super Off-Road* looks great. Sound's quite nifty, too — I like a good bum-wiggler and the main tune's a stompingly good ditty. The gameplay department's where *Super Off-Road* falls flat. As Paul says, no matter how much you improve your car, the effect's hardly awe inspiring. I loathe games where the computer controlled opposition is damn near impossible to beat — *Super Off-Road's* one of 'em! The coin-op wasn't much cop and the MD version didn't exactly grab me by the balls either! Not much to keep you amused for long. Steer clear (no pun intended!) if you're not a racey freak!

ADE

Reviewed!

PAUL MELLERICK'll do anything to get mucky, especially if there's money at stake. Greedy git!

SUPER O

Arcade Blockbusters, a low-price label from Ballistic — arcade classics given the MD treatment for your playing pleasure. In addition to *Double Dragon* (elsewhere this ish), *Super Off-Road Racer*'s about to grace your screens.

As a coin-op, it didn't exactly set the world on fire. A basic *Super Sprint* clone, the machine offered little new to arcadesters but was fun to play. You came back time and time again just for the hell of it.

The MD version's more than a straight conversion. Extra tracks and updated graphics make it more than the arcade could ever be. But I'll shut me gob now and get into the game (audible sighs of relief from SEGA FORCE readers nationwide)...

Disturbingly different...

Press that Start button, select your acceleration and Nitro buttons and you're away! Control's no hassle — you'll soon find yourself screeching into corners and flying out the other side like a good un'. Don't overdo the Nitros or you'll probably find the steering less responsive.

There's one main target in this game. MONEY! Each race won gets you $150,000 to spend on beefing up yer motor in five areas:

Nitros, costing $10,000 each, up to a maximum of 99, tyres $40,000, shocks $60,000, acceleration $80,000 and top speed $100,000, each offering six upgrades.

Reach a hilly track your tyres may not be up to it!

Deciding what to spend you dosh on is vital. If you reach a hilly track, for example, your tyres may not be able to cope. Spend wisely!

Speaking of tracks, there are 16 to race across and they're all disturbingly different, so you need a different strategy for each one. And, just when you thought you had it licked, when you've finished those 16, you've got to do them again — BACKWARDS! Stitch that lot up!

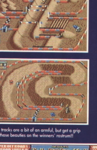
Two outta three ain't bad

The arcade coin-op had three steering wheels to add to the excitement, but the MD hasn't got three joypads so only two can play at the same time. ('Sfairly obvious, I suppose.) This gives a touch of rivalry and you can always try to top your own times even if you don't beat your mate, enemy or punchbag(/workmate —Ed).

For the first 16 races, your final position doesn't matter: finish fourth and you still compete in the next race, though you won't win any prize money. Finish first and you gain a continue.

If you're last on race 17 or beyond and you're out of the game — unless you've still got some continues up your sleeve. If you have, you're given $100,000 but lose two grades off everything you've updated in the garage.

Even after the sweet you can eat between meals without...blah, blah.. you'll still struggle to win!



The tracks are a bit of an armful, but get a grip on those beauties on the winners' rostrum!!

FF-ROAD

So, d'ya think you can handle life in the fast lane? Well get your helmet on and push that mother to the limit!

More of the same?

Shall I start with the good news or the bad news?

Okay, the good news: Graphically *Super Off-Road*'s great. The tracks are detailed and brilliantly grubby. The cars, though small, move very well.

There's a smart in-game tune which thumps along in the background and sound effects such as engine noises and collected Nitros or cash are fairly impressive.

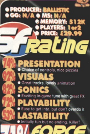
Unfortunately (uh-oh, downers!), *Super Off-Road Racer* has its fair share of poor points. After finishing second or third a couple of times and upgrading my car to a MUCH better model, the car had no noticeable advantage over the others.

Even when I filled up all the section *and* had 49 Nitros, I still found it impossible to beat the grey computer controlled car. Eventually I lost a race, all the computer cars impossible to catch. No fun there!

The idea of a recurring race detracts from the gameplay. You want a game with a finish, a target to aim at, a big blow-out finale (yeah yeah, we get the picture —Ed), so even if you finish last you have an incentive to play it again.

This is the downfall of *Super Off-Road*. With a few choice tweaks it could be a helluva a lot better.

PAUL



- PRODUCER: BALLISTIC
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1or2
- PRICE: £29.99

SF Rating

74% PRESENTATION
- Choice of controls, nice piccies

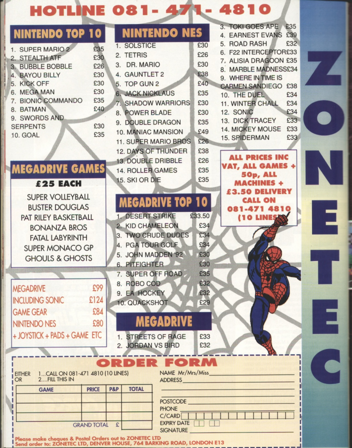
92% VISUALS
- Great tracks, lovely animation

82% SONICS
- Exciting in-game tune with great FX

72% PLAYABILITY
- Easy to get into, but don't overdo it

53% LASTABILITY
- Initially fun but no ending. Killer!

71% FORCE
- Good to start with but after a few hours it dies



HOTLINE 081- 471- 4810
NINTENDO TOP 10
1. SUPER MARIO 2 £35
2. STEALTH ATF £30
3. BUBBLE BOBBLE £26
4. BAYOU BILLY £30
5. KICK OFF £30
6. MEGA MAN £30
7. BIONIC COMMANDO £35
8. BATMAN £40
9. SWORDS AND SERPENTS £30
10. GOAL £35
NINTENDO NES
1. SOLSTICE £30
2. TETRIS £26
3. DR. MARIO £30
4. GAUNTLET 2 £38
5. TOP GUN 2 £40
6. JACK NICKLAUS £35
7. SHADOW WARRIORS £30
8. POWER BLADE £30
9. DOUBLE DRAGON £35
10. MANIAC MANSION £49
11. SUPER MARIO BROS £26
12. DAYS OF THUNDER £38
13. DOUBLE DRIBBLE £26
14. ROLLER GAMES £35
15. SKI OR DIE £35
3. TOKI GOES APE £35
4. EARNEST EVANS £39
5. ROAD RASH £32
6. F22 INTERCEPTOR £33
7. ALISIA DRAGOON £35
8. MARBLE MADNESS £34
9. WHERE IN TIME IS CARMEN SANDIEGO £38
10. THE DUEL £34
11. WINTER CHALL £34
12. SONIC £34
13. DICK TRACEY £33
14. MICKEY MOUSE £33
15. SPIDERMAN £33
ALL PRICES INC VAT, ALL GAMES + 50p, ALL MACHINES + £3.50 DELIVERY CALL ON 081-471 4810 (10 LINES)
MEGADRIVE GAMES
£25 EACH
SUPER VOLLEYBALL
BUSTER DOUGLAS
PAT RILEY BASKETBALL
BONANZA BROS
FATAL LABYRINTH
SUPER MONACO GP
GHOULS & GHOSTS
MEGADRIVE TOP 10
1. DESERT STRIKE £33.50
2. KID CHAMELEON £34
3. TWO CRUDE DUDES £34
4. PGA TOUR GOLF £34
5. JOHN MADDEN '92 £30
6. PITFIGHTER £30
7. SUPER OFF ROAD £35
8. ROBO COD £32
9. EA HOCKEY £32
10. QUACKSHOT £29
MEGADRIVE £99
INCLUDING SONIC £124
GAME GEAR £84
NINTENDO NES £80
+ JOYSTICK + PADS + GAME ETC
MEGADRIVE
1. STREETS OF RAGE £33
2. JORDAN VS BIRD £32
ZONETEC
ORDER FORM
EITHER 1...CALL ON 081-471 4810 (10 LINES)
OR 2....FILL THIS IN
GAME PRICE P&P TOTAL
GRAND TOTAL £
NAME Mr/Mrs/Miss
ADDRESS
POSTCODE
PHONE
C/CARD
EXPIRY DATE
SIGNATURE
Please make cheques & Postal Orders out to ZONETEC LTD
Send order to: ZONETEC LTD, DENVER HOUSE, 764 BARKING ROAD, LONDON E13

TURBO OUTRUN

A bucketload of Brylcreem, a smart pair of Ray Bans, a Californian blonde with legs up to her armpits — all vital ingredients if you wanna be noticed cruising the American highways and byways in your Ferrari F40. ADRIAN PITT dreams on...

The moment a racing game zooms into the office it sticks to me like a magnet (or should that be a tight pair of underpants?!). I get to see 'em all — racing games, that is, not underpants!

The vast majority are inane, totally plotless and suffer from the most appalling graphics and gameplay. Speaking of which, *Turbo OutRun* really scrapes the bottom of the fuel tank! It's awful!

There were many who didn't favour the original *OutRun* on the Mega Drive. Personally, I loved it! But surely any glitches that appeared in the old faithful would be ironed out next time around? How utterly naïve I was!

Cool as a cucumber!

First things first, choose the type of gearbox you're gonna use. The manual box leaves control at your fingertips. Fortunately, the Ferrari only has two gears (low and high) so deciding when to change isn't that much of a dilemma.

To be on the safe side, select the automatic option if you're not used to driving anything faster than a Morris Minor! Now you're off! Race through 16 death-defying stages in the notorious *Turbo OutRun* competition. Dodge a whole host of vehicles and obstacles — Minis, juggernauts, Porsches, barrels, boulders etc — as you burn rubber across the plains of America.

Your objective? To thrash the pants off the opposition and keep that reputation of yours well and truly intact.

Expect the usual features from *Turbo OutRun*. The boys in blue glue themselves to your big end (madam) if there's a threat of speeding.

You can upgrade your motor on completion of each stage. Tyres with extra grip, a souped-up engine or turbo upgrade are yours for the taking!

The clock's definitely not on your side. If the sands of time are running dry, pray there's a checkpoint around the next bend!

Finish a stage and there's just time to adjust your shades, slick back your hair and nibble your girlfriend's ear'ole. The race isn't over yet, matey...

Well and truly clapped out!

Turbo OutRun not only looks awful, it plays awful! Mega-jerky scrolling, dodgy collision detection and seriously shoddy 3D graphics.

On numerous occasions, the scenery appears to smack the car head-on, but has no effect on your speed machine whatsoever! Off you zoom, completely unscathed!

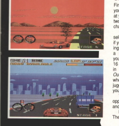
Not only looks awful, it plays awful!

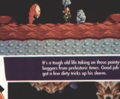
Handling the Ferrari is a nightmare! The control pad's not suited to this kind of game anyway, but *Turbo OutRun* ranks as the most unresponsive racing game I've ever played. Buy a pair of ear muffs 'cos you won't want to hear the sound! Loads of grating in-game tunes, annoying sound FX and totally unrecognisable speech. (And I thought Orson Wells had a husky voice!).

If I were you, I'd steer clear (no pun intended!) of *Turbo OutRun* — and buy *Road Rash* or *Super Monaco GP*.

If it's racing you're into, stick with pigeons; they're far more exciting!

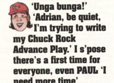
ADE





It's a tough old life taking on those pointy-teethed beggars from prehistoric times. Good job Chuck's got a few dirty tricks up his sleeve.

CHUCK ROCK



'Unga bunga!' 'Adrian, be quiet, I'm trying to write my Chuck Rock Advance Play.' I s'pose there's a first time for everyone, even PAUL 'I need more time' MELLERICK.

Poor old Chuck. His one and only true love, Ophelia, has been cave-napped by his arch enemy, Gary Gritter (moan!). Chuck, macho man that he is, wants her back —these cavemen are so manly they make Sly Stallone look a right old wimple.

To reach Ophelia, Chuck's gotta fight through five levels of rock-throwing, belly-butting, pterodactyl-punishing scenery and save his beloved from the evil clutches of Gary.

Our hero's by no means a super human. No, he's your basic Neanderthal caveman — very overweight with a severe stoop (well, they do say love is blind and all that). Chuck's main strength is exactly that: he can pick up hefty ROCKs and CHUCK them were he pleases (geddit? Hilarious).

His stone-slinging technique not only allows him to kill any oncoming creatures, by placing the rocks in the right position he can reach otherwise inaccessible platforms.

Belly bonanza

The rocks come in two different sizes and larger ones are a struggle even for Chuck; he walks more slowly and can't jump as high.

If you can't find many rocks, don't panic, Chuck's developed another way of getting rid of the various prehistoric animals that wander about. Chuck loves nothing better than a few dinosaur burgers for breakfast, lunch and dinner (not to mention midnight snacks), so he now carries around a very nice bulge in the stomach area. Chuck, to put it mildly, is a fat git!

Being a resourceful chap, he uses this to his best ability with his brilliant patented Belly-Butt. Stick out that stomach and demolish those dinosaurs!

Although belly-butts are very useful, Chuck also has to deal with bird-like creatures that attack from the air. Here he's gotta jump up and press his belly-butt button (eh?) to perform a very athletic flying kick.

'Unga bunga!'

On both 8- and 16-bit machines, *Chuck Rock* looks fantastic. Virgin have made a very attractive MD platform romp, including multi-level parallax scrolling and beautiful backdrops. Minus the backgrounds, the 8-bit game still looks like a dream and the belly-butt's most humungous.

Pump up the volume and check out The Chuck Rock Band! Load up the MD version and the title screen sees them strutting their stuff. Five members pump out the soundtrack, which is annoyingly familiar but I can't place it.

In-game sounds are very impressive — great prehistoric animal noises when you kill something and a very clear 'Unga bunga' from Chuck at the start of each level.

The rocks'll sure take care of plenty of the scaly scum, but watch you don't get overloaded!

Unfortunately the MS isn't capable of all this but in-game sounds are reasonably clear and add atmosphere.

Another difference is the big friendly dinosaur — leap onto this beastie on the MD and you'll be carried over to the other side of the water. The MS couldn't cope with the size of this sprite so instead you just stand on a jet of water.

The humorous touches make clear this isn't a game to be taken seriously. Chuck pulls various expressions when he gets hit and performs a spinning death when his heart power runs out.

Chuck should appeal to all platform addicts and enlist new recruits, too. But before you rush out to chuck rocks, read the review in next month's SEGA FORCE...

PAUL

DWM

CONSOLE SPECIALISTS

122 STRATHERN ROAD, DUNDEE, DD5 1JW
Telephone 0382 74912

Do you own any of the following consoles?

Megadrive
GameGear
Lynx
Gameboy
Super Famicom

If the answer is yes then why not get in touch. We stock the widest possible range of new and used titles for these consoles. Buy with confidence because DWM guarantee to buy back any game purchased from us, no matter how long you keep it. No longer will you be disappointed when your new game does not live up to your expectations. For further details send a large stamped addressed envelope to the address below or call us on 0382 74912 (6pm - 8pm) Monday to Friday and 1pm - 8pm Saturday).

Access, Visa, Mastercard, Eurocard taken.

SECOND HAND GAMES WANTED
PART EXCHANGE WELCOME
DWM CONSOLE SERVICES
122 STRATHERN ROAD, DUNDEE, DD5 1JW.
TELEPHONE 0382 74912

M.V.L. SOFTWARE

TEL:0354 56433 FAX:0354 660861

When you want to buy from a shop but with Mail Order facilities buy from us!

WHOLESALE + EXPORT ENQUIRIES ONLY TEL 0354 661066

Megadrive to play English, U.S.A. Jap Games	£112.00
As No 1 but with choice of selected new games	£126.00
Mega CD Rom + Games	£ CALL
Various Joypads + Joystick for Mega Drive	

Sega Master System II	£59.99	Jap Game Gear with Game	£109.00
Sega Master System II Plus	£89.99	Master Gear Convertor	£21.99
Sega Game Gear	£97.99	Wide Screen	£14.99
With selection game	£118.99	Link Lead	£7.99

Plus Gamegear P.S.U., Carry Case's, Rechargeable Battery Pack

WIDE RANGE OF NEW UK + IMPORTERED GAMES FOR ALL THE ABOVE WIDE RANGE OF 2ND HAND GAMES FOR ALL MACHINES. PRICES FROM £6.00

Nintendo Gameboy + Accessories + UK, Jap and U.S. games	(Call)
U.S.A Famicom Scart (Call) Jap Famicom Scart, Pal	(Call)
Adaptor to play US or Jap Game on any Famicom	(Call)
U.S. + jap Famicom Games plus Joysticks + Pads	(Call)

WANT TO PART EXCHANGE YOUR OLD CONSOLE AND/OR GAMES THEN TRY OUR PART EXCHANGE SERVICE (CONSOLE ONLY)

Accessories – Blank Disks – Joysticks – Software – Mice – etc
AMIGA / ATARI ST
COMMODORE 64 / ATARI LYNX
AMSTRAD / SPECTRUM
MAKE CHEQUES/PO's TO M.V.L.

Automatic Privilage Membership Free with 1st Order
P&P £1 Software, £5 Hardware, £10 24hr Courier Delivery
Callers welcome to the shop 9am to 10pm 7 days a week

M.V.L. SOFTWARE
WHITEHART BUILDING, NENE PARADE,
MARCH, CAMBS, PE15 8PH

A*rcade Smash Hits* is a ground-breaking idea, providing three complete games on one cart. And to cap it all, they're conversions of arcade classics *everyone* should own!

What the hell are these games then?! Well, you can now enjoy the delights of *Break Out*, *Centipede* (urghh!) and *Missile Command* (yeah!), all on one cart in the comfort of your own cubby-hole. You may have seen updated or altered versions of these games but these are the original items for your playing pleasure.

Each game's introduced by Hairpie (sounds vaguely obscene! —Ed), a little furry bug who performs a cute little set piece for each game and sits on the title screen waiting for you to choose. So we move onto the games themselves...

SBVA

Break Out: Using a bat, bounce a ball around each level, destroying all the blocks to advance to the next stage. Simple but very addictive.

Missile Command: You guard three bases under constant attack. Using a crosshairs you must destroy all the oncoming missiles and save the day. Each level get progressively harder and faster. Simple but very addictive.

Centipede: A worm-infested hell sees you battling it out with centipedes as they tumble down toward you. Destroy them bit by bit and watch them turn into mushrooms, which alter the path further insects take. Erm... simple but very addictive.

Spot the difference

Each game's been altered slightly to bring it in line with the more colourful games of today. *Missile Command's* been given a REAL facelift, with great graphics and detailed backdrops. *Break Out* also has new special graphical effects, such as scrolling backgrounds and multi-coloured blocks.

Centipede, however, is virtually identical to the arcade original. There's not a lot you can do with it!

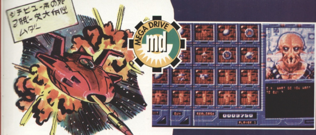
These games may be classics to me but younger players probably missed them first time around. This is the thinking behind the cart and I, for one, think it's a great idea.

Let's hope the games live up to the screenshots!

PAUL

Always one to try and fit THREE hamburgers in ONE mouth, PAUL 'wide mouthed frog' MELLERICK sees how Virgin have managed on the games and carts front.

ARCADE SMASH HITS



XENON 2

Megablast

Xenon 2 may be one of the best shoot-'em-ups on the Amiga but we've got more than enough on the MD already, thank you very much. PAUL MELLERICK sees if it'll make the grade.

Xenon 2 was originally released a long time ago by a company called Mirrorsoft. When they went bust (due to a certain fat newspaperman), the games they'd programmed went into hiding. But now, after long and lengthy discussions, Virgin have signed up all the old games and are bringing them out once more (see news).

Billed as one of the greatest shoot-'em-ups ever to appear on the Amiga, MD *Xenon 2* should be just as good, if not better, including one of the most innovative ideas seen in a shoot-'em-up for a long time.

Second chance

The opportunity to control the scrolling of the screen is a new idea and works like this. The screen automatically scrolls down but by bringing the ship to the bottom of the screen you can push the screen back, giving a second chance to kill something you missed.

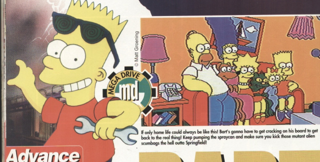
In basic terms, *Xenon 2*'s yet another icon-collecting shootie, but uses the icons in a different way. Gathering cash icons accrues money to be spent later. Other icons improve speed and firepower. In the middle of each level is a shop. Owned by an abrupt, spikey alien of unknown species, you can buy and sell items to improve your ship's firepower and make progress through the levels easier.

Xenon 2's a totally polished game and looks like it was ported straight over from the Amiga. The graphics are good and the various scenery along the sides of the screen is pretty impressive.

The *Megablast* subtitle partly refers to the music, a remix of a Bomb The Bass song of the same name, which was a minor hit in 1989 (are you sure?! —Ed). Unfortunately, the sound's a bit flat and doesn't fit the pace of the game.

Xenon 2 should go down a treat with all shootie freaks as a tough challenge and is due for July release. Keep your eyes peeled for it!

PAUL



If only home life could always be like this! Bart's gonna have to get cracking on his board to get back to the real thing! Keep pumping the spraycan and make sure you kick those mutant alien scumbags the hell outta Springfield!

Advance Play!

BART VS THE SPACE

You may have seen last month's Advance Play for the MS game, which I was very impressed with. Soon after that, Flying Edge sent us the MD version as well (what nice people)!

You MD owners might have read the scenario last issue, but for those that didn't, I suppose I'll have to repeat myself:

Bart's on a quest to save the planet from the evil Space Mutants, who are planning world domination. The future rests on his shoulders — after all, if the world's run by Space Mutants, Bart won't be able to get up to his usual tricks and japery.

Bart learns the Space Mutants are building the ultimate weapon, for which they need purple (-headed) objects (?).

So where are these purple objects? All over Springfield, Bart's home town. The only way Bart can think of stopping the Space Mutants is to colour all the purple objects red using a paint spraycan!

The untouchables

However, spraying everything is not the whole answer. Some purple objects are untouchable by paint and can only be recoloured by other means. As you walk along the streets, you can enter various shops where you can buy items to complete the tasks.

The streets of Springfield are alive with Space Mutants disguised as normal human beings. Destroy them by jumping on their heads.

But first you must know who are mutants, using Bart's X-ray specs. Spot a mutant and squash it! If it's a mutant, it'll drop a 'Proof Of Existence' token. Collect it and a letter appears in the bottom-left corner. Gather enough and you'll spell the name of one of Bart's relatives.

On the first level it's Maggie, Bart's baby sister. Collect all the letters and she'll help you out at the end of the level.

Duck soup

The trouble is, as soon as you complete a level, the Space Mutants adapt their plans and go after other items. Stay ahead of the game, Bart!

After you've cleaned up the streets you need to go to the shopping mall and collect hats. Yep, hats, the Space Mutants need HATS! Knock them off customers' heads and collect them to stop them falling into the wrong hands. Er, onto the wrong heads. If you collect enough 'Proof Of Existence' tokens, Bart's mum, Marge, will help.

Great graphics- the best for a Bart game by far.

Level Three sees Bart at his favourite place, Krustyland Amusement Park. Lisa can help Bart if he gets enough tokens but first he must get through the level.

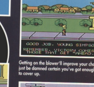
Along the way, Bart can play sideshow games to try and win some more money. These include Shoot The Duck and the Wheel Of Fortune.

The deep

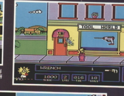
Next Bart goes to the Springfield Museum of Natural History. Do this right and his dad, Homer, will be freed to lend a hand.

The last level's a touch dangerous! Bart goes to his dad's workplace, the Springfield Nuclear Power Plant, and must collect nuclear power rods and return them to the reactor.

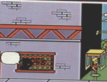
After shouting about the MS's brilliant graphics and great playability, I was longing to get my



Getting on the blower'll improve your chances and just be damned certain you've got enough red stuff to cover up.

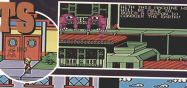


Simpsonsmania hits the Sega! Last month PAUL MELLERICK saw the MS and GG outings, now its the Mega Drive's turn.



Don't have a cow on the conveyor belt, man! It's more than your hairstyles worth!

E MUTANTS



hands on the MD game. The graphics are very clear and crisp — the best ever for a Bart game. The sprites move well and Bart's readily identifiable. One extra over the MS is the speech. When Bart loses a life, 'Eat my shorts!' rings out superbly.

Using the extra memory of the MD, extra graphics have been added. When you die, a still from the video for *Deep, Deep, Trouble* appears to announce Game Over. Good stuff.

Twins

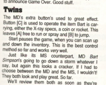
The MD's extra button's used to great effect. Button [C] is used to operate the item Bart is carrying, either the X-ray specs, a coin or rocket. This leaves [A] free to run or spray and [B] to jump.

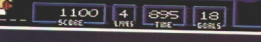
Start pauses the game, when you can scan up and down the inventory. This is the best control method so far and works *very* well.

Just like its MS counterpart, MD *Bart Simpson's* going to go down a storm whatever I say, but again this looks a cracker. If I had to choose between the MD and the MS, I wouldn't! They both look and play great. So far.

We'll review them both as soon as they're ready — look out for them!

PAUL





Don't let the big geezer grind you down, even if he is a big, hard mother with forearms the size of telegraph poles - if in doubt, use your magic!

master the controls pretty darned quick if you wana stay ahead.

Life gets tough when the non-humans arrive. If a chop won't do it, get out your weapon!

Advance Play!

MYSTICA

Sporting a mean line in hyperactive magic apes (sic), MARSHAL ROSENTHAL once more heads east. This time he's one of the Dreamworks team, flipping and twisting as if it was going out of fashion.

Check this out!You're standing at the Gates Of Time. Stepping through, you're zipped back to the Shogun Dynasty where, using all your considerable martial arts (and dressed in a real keen outfit, complete with flowing robe), you take on the cause of all the Mystical Fighters in a quest to defeat the evil Lord Kabuki of the Underworld. The Mystical Kingdom is counting on you...

This advance preview gives us a chance to see what the guts of the game are like and even though I couldn't access the two-player option, one player's more than enough to do the job for now.

Control of the fighter's paramount. No control and you're dead mush. Punching, jump kicks, flipping forward and backwards are all part of his repertoire and easily accessed. In the air, the D-pad flips the fighter and [B] launches a jump kick if [A]'s pressed. [A] alone punches.

D-pad wiggling

Now what good would the above be without a few combinations to learn? The D-pad and [A] in mid-air for a front flip jump kick, for example.Or the D-pad twice to roll at the enemy — or under an attack or away from trouble. Push [A] while rolling for a sliding kick and throw a guy by pressing [A] a few times when he's nearby.Don't worry, you'll learn.

Whirl someone around then throw him at his friends

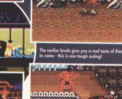
Boy, this is more tough than wrestling! There's a reverse drop to mate an enemy's head with the ground — lift the guy and press [A] rapidly.

The best and often most effective move is to whirl someone around then throw him at his friends or off the screen. To perform this amusing feat, rotate the D-pad while holding the enemy.

Brooms and hairy primates!

Special scrolls bestow magical abilities. Some are found in treasure chests, others a reward after you've wiped out a squad of goons (human or otherwise). Two scrolls let loose lightning, three an earthquake and five scrolls turn you into the Ghost Warrior. Of all the smart magic moves, give this one a whirl- being able to disappear just as a group of guys close in is real useful! Popping back into sight and grabbing one by the ankles to use as a broom to sweep away the others completes a real gem of a trick!

The magical powers can be... erm...unusual, too. Not all are noted in the manual, including what appears to be a King Kong spell. Here you invoke a giant gorilla-like beast who races back and forth, mowing down enemies and weakening stronger ones.



The earlier levels give you a real taste of things to come - this is one tough outing!

AL FIGHTER

Weak? Sushi, phew!

There are also attack items to find — it's not all fists 'n' feet. The Jitte is a form of short sword, good for hitting enemies — especially when they've swords.

To stay out of range, try the Fan. This flies like a boomerang and whacks anything in its path. If you catch it upon its return, you can use it again.

Of course, there's also a way to restore energy. Look out for the little plates of Sushi. Yum!

The Underworld's a beautiful place, full of traditional Japanese landscapes, but don't be lulled by the lush scenery or tranquil interiors. It's a long way to Kabuki and you'll bump into plenty of trouble on your travels.

Trouble!

For example, in Stage One, big, fat Sumo types come at you. Easy to take on 'cause they're so blubbery, but then small demons start popping up too. Not good.

Stage Two adds demon birds, samurais and ninjas. Stage Three ups the ante with swordsmen and really BIG demons.

There are mid- and end-level bosses as well, and we can't say that these boys are tough 'cause most aren't even human!

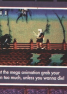
Colour plays an important role. You can tell what's coming at you simply by noting the colour scheme. Samurai zombies are dead-black, as opposed to living ones in red, blue or green.

The graphics are Japanese style, from the way the characters are designed and move to the way samurais approach before pulling their blades. Animation's more involved than expected, speed lines accentuating movement when you swirl a guy before smashing his head or a sword narrowly misses maiming you.

Parallax effects in the foreground and background add realism, particularly when mist develops and you have to battle through both enemies and the thick whiteness.

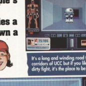
A tough game? You bet. This is gonna challenge all gamers and will hold up well compared to the arcade coin-ops.

The special effects of the magic and magical beings are very nicely done. So nice, in fact, you might be tempted to just sit back and watch them.Not advisable though, 'cos if you do, you're dead.Fair warning, dudes!

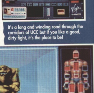


Don't let the mega animation grab your attention too much, unless you wanna die!

Power to the People`s what I say. PAUL MELLERICK fancies a go at bringing down a dirty great corporation. Wot a rebel!



It's a long and winding road through the corridors of UCC but if you like a good, dirty fight, it's the place to be!



CORPORATION

Here we go. Along with *Chuck Rock* and *Euro Club Soccer* (aka *Manchester United Europe*), *Corporation*'s joined the ranks of Amiga games converted to the Mega Drive. Let's hope they've made some alterations!

The trend for computer games a couple of years ago was to produce highly involved action roleplaying games. *Corporation* was one of these.

The UCC (Universal Cybernetic Corporation) has developed a genetically engineered war machine capable of mass destruction and general untidiness. Your grisly mission is to find your way through the UCC building and destroy this mutation — fast.

You can be any of six special agents, whose abilities vary greatly, of course. Choose one of the droids and you'll have good armour but move as fast as Ben Johnson in a rehab clinic.

Find details of the mutation then get the hell outta there!

Vital choices

At the start of the mission you also choose from a selection of extras, such as weapons and provisions. Take a lot of time over your selections, THEY ARE VERY IMPORTANT! You have been warned.

You're dropped off at the top of the building and must travel though the 16 floors of the skyscraper to reach the exit at the bottom. Search every room to find the laboratory details of the mutation then get the hell outta there!

Above and beyond exploration, you must deal with various robots and creatures that get in your path. Some are holograms and some are real — but which are which?! Make the wrong choice and it could be very, very costly.

Smart sight

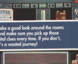
One thing that separates *Corporation* from any other search and destroy game is the full view 3D perspective. Look around every room, in every nook and cranny, to find that vital piece of info. Special attention has been paid in converting this to the MD and the layout and control system have been altered accordingly. The screen's mainly taken up by the first-person view. Dotted around it are the various icons which allow you to interact with the scenery.

Control's been switched from icons to the joypad and plays much better for the change. Another extra is the automatic crosshair that picks up aliens and saves time when aligning your shot. Very handy.

The speed at which *Corporation* moves is unbelievable. The Amiga version slowed and jerked every five degrees or so. The MD moves fluidly and makes the controls feel a whole lot better and more responsive.

Corporation was a great computer game and very in depth, but it had it's problems. The great news is that it looks like they've been ironed out for the MD. I can't wait!

PAUL



Take a good look around the rooms and make sure you pick up those vital clues every time. If you don't, it's a wasted journey!

You don't have to be a bleedin' psychic to pick out the real robots from the holograms, but it certainly helps!

FROM THE GUTTERS OF TOKYO 2 CAME...

THIS AIN'T SEGA GAMES ACTION, THIS IS XENOCIDE!

SUBSCRIBE OR DIE!

OF SEVERE WITHDRAWAL SYMPTOMS. IT'S NOT HARD TO DO, JUST COUGH UP THE LOOT — NOT MUCH — AND CHOOSE A FREE JOYPAD OR GAME GEAR CARRY CASE!

No more suffering, no more frustration when your existing joypad cracks up, or when you want good hard two-player action. Because SEGA FORCE is giving away FREE a Joypad for either Mega Drive or Master System with every 12-issue subscription! Or, if you prefer, you could have a Carry Case for the Game Gear (in one of two terrifying colours). You choose!

JOIN THE DEAD-HEAD GAME SET AND GET YOUR MONTHLY FIX OF SEGA FORCE ACTION AHEAD OF THE DROSS CROWD. IT COULD BE FATAL TO MISS OUT...

SEGA FORCE

Okay, I can't handle it alone without my monthy dose of SEGA FORCE. Please prescribe me 12 issues and rush me my free gift* as soon as you can – I'm relying on you!

*(The free gift only applies for UK residents. Subscriptions outside Europe are posted air mail)

- ***The free gift I've chosen is...*** ☐ MD Joypad 7201 ☐ MS Joypad 7202 ☐ Game Gear Case (throw-up green) 7203 ☐ Game Gear Case (lurid puke pink) 7204
- £22 UK Mainland including FREE Gift ☐ 7001
- £28 Outside UK ☐ 7003
- £42 Outside Europe ☐ 7005
- Method of payment: ☐ ***VISA*** ☐ ***ACCESS*** ☐ ***POSTAL ORDER*** ☐ ***CHEQUE***
- Credit Card Number ....
- Expiry Date .... • Signature ....
- Name ....

....

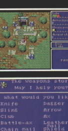
- Address ....

....

.... Postcode ....

- Make cheques and postal orders payable to **Europress Direct**. Send this form with payment to: **Europress Direct, SEGA FORCE SUBSCRIPTIONS, FREEPOST, Ellesmere Port, South Wirral L65 3EB.**
- ***Phone orders:*** 051 357 1275 • ***Subscription enquiries:*** 051 357 2961

europress IMPACT



Reviewed!

SUPER

Fairyland's sending ADRIAN PITT into the Land of Nod! Oh-oh, I can feel another dull RPG rush coming on again!

Long ago, a bit before lunchtime, a peaceful race of folk lived happily and gaily (are you *sure?* —Ed) in the realm of Fairyland. Legend has it that a single hero once defended the land from the unspeakable forces of evil. He was either very brave or incredibly stupid, no one quite knows, but because of his actions the peace loving people of Fairyland lived in dread no more.

However, nothing lasts forever and many years later a massive column of fire lit up sky and weird doors appeared from nowhere! Not an intelligent breed, the more curious of the fairies made the mistake of entering these portals. Lo and behold, they promptly vanished!

Soon after, Fairyland was wracked by terrible disasters: floods, earthquakes... even poll tax riots!

As if this wasn't enough, dirty great monsters roamed the land, bothering the poor fairy-folk and generally making a nuisance of themselves!

As if you hadn't guessed already, you have the truly enthralling task of locating the source of these unspeakable evils and blasting it the hell out of Fairyland! Yawn.

No offence

Let me state for the record that I've nothing against RPGs as long as they're well put together and keep me interested. *Super Hydlide* is seriously lacking in both these departments. I'll explain.

Starting off, you're faced with a load of options and the first thing is to create a character, give them a name and choose one of four identities, warrior, thief, priest or monk. Each character has their own unique abilities and talents, natch, and it's up to you to decide which one's gonna do the business for you!

The first outing's in the City Of The Forest, inhabited by a variety of people, some friendly and some miserable old sods who won't give you the time of day!

The controls are fairly straightforward. Move around using the D-pad, [C] displays the main menu, which allows magic, tools and items to be selected, and [A] triggers actions.

Spelling lesson

Roam around the city a bit and you'll come across the useful buildings you need to visit: the Sacred Monastery, Wizard's Mansion, Forest Inn, General Store, Weapons Store and the Forest Bank. Each of these is vital to your mission as they enable you to buy weapons, food, medicine, a room for the night and various other items you need to survive.

Remember the clock is ticking onwards in Fairyland and before you know it night descends and you're plunged into total darkness — be warned!

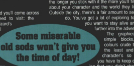
Ambling through the countryside, you must perform various tasks. To get more money for equipment, you have to travel outside the city and massacre poor, innocent creatures for their gold, but don't tackle the good monsters or take on any that are too tough for you (are you calling me a wimp?)! If you're hit, simply head back to the city for food or medicine to replenish your dwindling strength.

Slaying monsters earns experience (EXP) points which can be traded for magic spells or a better life level.

The more times you go to see the Wonderful Wizard of... er... Fairyland, the more spells you acquire. The priest and monk have got it good, as they only need half as many EXP points as the warrior and the thief to learn a spell.

Roll out the barrel

Getting to grips with the game takes a while but the longer you stick with it the more you'll find out about your character and the world they live in. Outside the city, there's a fair amount to see and do. You've got a lot of exploring to do if you want to stay alive and get further into the adventure!



The graphics are simple blocks, the colours crude to say the least and your character's so small you have to keep checking that you didn't choose a dwarf!

Don't expect much musically, either, as *Super Hydlide* falls flat on its face here too! The sounds throughout the game are mindnumbingly annoying and the music you hear indoors sounds like it's

If I have to put my RPG hat on, it takes something a little bit special to really turn me on! Sadly, that something is sorely lacking in *Super Hydlide*. First off, the controls themselves are tough to get the hang of, and when I started squinting at the graphics I felt like giving the game a miss altogether. Sure, it'll appeal to ardent RPG freaks but, to be totally blunt, there's nothing new here to stimulate the old adventure buds. After exchanging a few bland words with some of the locals, I found myself looking for the nearest hotel and a place to rest my grey cells! **PAUL**

being played on a Bontempi organ!

Even more damned frustrating is that not only do you frequently die for no apparent reason, but before you know it time's run out and the game's over! Practice makes perfect, I guess, but once you've played this a few times you'll probably wish you'd never switched the machine on in the first place!

If you're a frustrated RPG player you'll probably find something to tickle your fancy. But if you've got a limited attention span and permanent gunblast jitters like myself you'll find yourself craving just a bit more excitement than this one's got to offer!

ADE

- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

55% PRESENTATION
- Character selection and menus

50% VISUALS
- Basic block buildings, poor graphics

39% SONICS
- Annoying tunes and spot effects

56% PLAYABILITY
- Menu takes some getting used to

60% LASTABILITY
- No logical challenge. A lifeless RPG

59% FORCE
- We've seen it all before. Save your pennies!

Reviewed!

Annabel Croft looked far better modelling a tennis skirt than a jumpsuit and headphones. Given the choice between strawberries and cream and the lady herself, ADRIAN PITT knows what he'd go for! (Strawberries are quite nice this time of year, aren't they?!)

WIMBLEDO

I don't believe it! At long last a tennis sim I actually enjoy! Not that I fell in love with the game straight away, mind. It took half an hour's hard lobbing and thwacking (let's keep it clean, please! —Ed) before I took to this like a sheep to wellies...

Tennis games are timeless. Graphics aren't usually their most outstanding feature, but if the sim plays well, you've found yourself a right little smasher!

Speaking of which, *Wimbledon Tennis* plays like a dream! The first thing you notice is how fast the competitors move. Getting used to the control mechanism and the speed of your player takes a while, but once mastered you'll be hammering that ball like a good un'!

Slam! Bam! Thank you, ma'am!

First things first. Decide whether to play against the computer, a friend — or how about a game of doubles? There are endless combinations.

Select the free match option and play one against one. Strangely enough, playing against the Master System isn't as terrifying as it sounds: there's a fairly balanced jaunt to be had. Before a match with a human opponent, get in some practice with your 8-bit buddy!

You need to be a brave old cookie to take part in the Grandslam Tournament, facing some of the toughest opponents the tennis world has to offer.

You start in the quarter finals of the American Open and on winning *that* prestigious trophy, it's off to Australia, France and finally Wimbledon itself, where your talent and prowess fall under the critical gaze of a home crowd.

A great feature of *Wimbledon Tennis* are the points you allocate your player in three areas: speed, power and skill. You start with 15 points and are left to decide how best to distribute them.

On winning a series of three or six sets, you're allowed a few extra points. Why not bump up that skill level if your man's flagging a little?

At long last a tennis sim I actually enjoy!

A whole lorra lobbing!

All the usual guidelines of tennis apply: fault, default, net etc. If you're not familiar with 'em, have a good browse through a sport's encyclopædia, 'cause the rules ain't in the instruction manual!

The pad moves your man around the tennis court. A choice of three playing surfaces are available: clay, hard or lawn. Lawn has the lowest bounce factor, clay the highest.

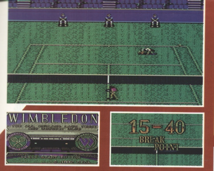
Serve, smash or lob with button [2], and execute a forehand or backhand movement with [1]. The exact stroke depends on where you are in relation to the net and the kind of shot hurtling toward you.

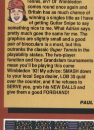
The players race around at quite a pace! Graphically, they're small yet perfectly formed (bit like Gabriella Sabatini, know what I mean?! Not 'arf!).

Animation's top notch. When a player wins a game, he throws his arms in the air, performs a merry little dance and somersaults a couple of times to show his delight!

On the other side of the net, his downtrodden opponent stamps his foot, smashes his racket on the floor, à la McEnroe, and falls flat on his back in disgust!

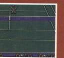
A quick look around the court and you'll see

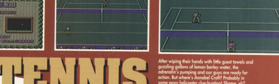




Tennis, eh? Ol' Wimbledon comes round once again and Britain has as much chance of winning a singles title as I have of getting Gutter Snipe to say something nice to me. What Adrian says pretty much goes the same for me. The graphics are slightly small and a good pair of binoculars is a must, but this outranks the classic *Super Tennis* in the playability stakes. The two-player function and four Grandslam tournaments mean you'll be playing this come Wimbledon '93! My advice: SMASH down to your local Sega dealer, LOB 30 quid over the counter, and if he refuses to SERVE you, grab his NEW BALLS and give them a good FOREHAND!

PAUL





After wiping their hands with little guest towels and guzzling gallons of lemon barley water, the adrenalin's pumping and our guys are ready for action. But where's Annabel Croft? Probably in some poxy helicopter clue-hunting! Shame, eh?

ON TENNIS

appears someone's locked the ballboys in the changing rooms! The stands are jam-packed with tennis buffs who applaud and cheer when a good shot's executed.

At the end of each game, the scoreboard pops up, just to keep you in check and show how well you're *not* doing!

A smasher of a game

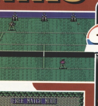
Wimbledon Tennis is nicely presented throughout, from the options screen with its choice of preset players, simultaneous two-player mode, password system and points allocation facility, to the match's exciting gameplay, smooth scrolling and fast, well animated sprites.

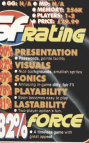
The only bugbear's the sound. It's atrocious! The ditty that plays throughout each set is really annoying. Reach for the volume knob immediately — you have been warned!

WT will suit both the novice and professional tennis nut. Grab yourself a bottle of Robinson's Barley Water (blatant advertising! —Ed), a sweat band and a couple of well bouncy balls and buy *Wimbledon Tennis* now!

(And that's from a man who thought Agassi were a company who produced flatulence tablets!)

ADE





Advance Play!

'I'll be back!' Try as we might we just can't get rid of PAUL MELLERICK. P'haps we could get him Terminated.

THE TERMINATOR

If you don't know anything about The Terminator then you're either from some planet near Alpha Centauri or just a plain dumdum. The film's arguably one of the greatest sci-fi movies of all time and it's sequel, *Terminator 2: Judgment Day*, was one of the biggest grossing films of 1991.

The game's taken eight years to make the transition from the big screen and its various levels follow the film incredibly closely.

You take control of Kyle Reese, the human hero of 2029 who's sent back through time to the year 1984 to protect Sarah Connor, mother of John Connor. John just happens to be the leader of the human resistance forces in 2029, battling the all-new, singing and dancing metal man.

Such crisp, clear graphics is truly a great achievement

Crispy!

Kyle must stop The Terminator from carrying out his mission to bump off Sarah, thus ensuring John will be born to lead the resistance.

The first level's developed from a scene not shown in the film, in which Kyle breaks into the hideout where a time displacement chamber's hidden. Destroy the reactor and find your way to the chamber before the bomb goes off.

The other levels follow the film with key scenes such as the Tech Noir nightclub, the police station and the final climax in the Cyberdyne steel works.

Looking at the two games side by side, you can't help but be stunned by the MS version. Such crisp and clear graphics is truly a great achievement for the 8-bit.

Grimey!

The MS also excels in animation.

On the second level, Kyle heads for the Tech Noir nightclub. On the way, avoiding copper and punks and cloaked in an old overcoat, you fire your shotgun to kill the oncoming baddies. The animation's excellent as you fling open your coat, whip out your weapon and start blasting. Great!

The MD game is again outstanding, both graphically and sonically, with arcade style graphics, a fabulous in-game tune and great effects.

The subject matter alone provides a good atmosphere and the tried and tested search/platform formula should go down well.

The Terminator looks like being a summer hit. Well worth buying.

PAUL

Unit 87, Market Hall
Market Street,
Preston PR12EL

Opening Hours 9am-5pm
Monday - Saturday

(Preston)

Tel/Fax 0772 883598
After6pm 0942218035
0942493697

MAIL ORDER

CARTRIDGE EXCHANGE SERVICE

Cartridge exchanges available on the following machines:

MEGADRIVE GAMEBOY FAMICOM SEGA MASTER

Exchanges:
Before sending your cartridge to us, please phone to confirm your choice of game is available.

For latest list of games and exchange prices for your machine, send a SAE to the above address.

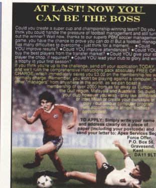
MEGADRIVE SPECIALS (NEW)

John Madden 92 (US)	34.00
Double Dragon II	34.00
Techno World Cup 92	36.00
Quackshot	30.00
Fighting Master	36.00
F1 Grand Prix	34.00
Toki	34.00

PLEASE RING FOR PRICES ON OTHER NEW TITLES

ALL CARTS ARE JAPANESE UNLESS OTHERWISE STATED

WANTED Your Old Carts for CASH!! Give Us A Ring Today



TO ADVERTISE IN THIS SPACE CONTACT JO GUEST OR SHEILA JARVIS ON 0584 875851 NOW!!

the
CARTRIDGE FAMILY

UNIT 8, CHELTENHAM MARKET HALL, CHELTENHAM
Tel: (0242) 250619
151 HIGH STREET, TEWKESBURY, GLOS GL20 5JP
Mail Order: (0684) 290097
FAX (0684) 274118

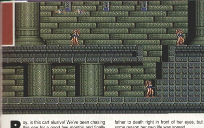
Stockists of

SEGA MEGADRIVE

SEGA MASTER SYSTEM II & MEGADRIVE GAME GEAR - GAMEBOY - ATARI LYNX GAME CARTRIDGES

OPENING SHORTLY IN BRISTOL

Dragons, eh? We've got plenty here! PAUL MELLERICK, dons his armour and does some slashing.
Advance Play!
MEGA DRIVE
md
ALISIA



Boy, is this cart elusive! We've been chasing this one for a good few months and finally we've tracked it down. So let's get on with it! Alisia's had a very hard childhood. Her father was a powerful magician whose sole purpose in life was to thwart the evil prince Baldour. In return, Baldour, nice bloke that he is, tortured Alisia's father to death right in front of her eyes, but for some reason her own life was spared.

Having inherited her father's powers, Alisia's on the ultimate quest to kill Baldour and avenge her dear daddy's death. What a sweetie!

Meanwhile, back at the ranch, Baldour has returned, hidden in a cocoon brought to Earth by Ornah, his faithful servant.

Havoc

The world's in a state of fear and Alisia must find Ornah and the cocoon before Baldour awakes and wreaks havoc on us all.

Alisia, of course, is by no means your average girl. Powered by her own Thunder Magic she can take out most enemies with a quick blast. If she saves power for a few seconds, she'll unleash a powerful energy bolt all around her, killing everything within range.

As if that isn't enough, Alisia can summon one of four dragons to help her. Each has a different method of attack and this provides some element of strategy to each level.

Although Alisia's powerful in her own right, she still needs to upgrade her Thunder power. As she travels through each level, various power-up icons float around. Destroying them releases items which benefit either Alisia or her dragon.

Wow! She's a bit of alright, eh readers? A cross between Tinkerbell and Annabel Croft, methinks!

DRAGOON

Alisia has only one life but three hit points, depleted on contact with enemies and hazards. Keep your eyes open for food icons, which give back a certain amount of valuable hit points, and if a special icon's found, Alisia can increase her HPs from three to a maximum of five.

Of all of the icons, the most useful is the Thunder Level Up, which gives your Thunder power greater strength and makes it easier to kill the approaching enemies. You can also increase your dragon's level, making him faster and more powerful. Other icons include invincibility, Thunder power max (which lasts for 16 seconds) and Platform which gives you an invisible step to ride on to reach the high places you can't jump to.

Alisia must use all these abilities and icons to traverse six levels of different monsters and scenery to meet Baldour and rid the Earth of its greatest ever threat.

Dazzler

But first things first. *Alisia Dragoon*'s a very well put together piece of programming. The graphics are fantasy-oriented to match the storyline and look very good indeed. The sprites are nicely drawn and animated, Alisia and her dragons especially good. On top of that, the sound's very moody and atmospheric.

Alisia Dragoon has obvious links with *Turrican*, and not only in its style of weapons. It's very much platform based, and with various secret rooms to be found (see map), exploring every nook and cranny is vital to success.

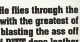
Each end-of-level baddie's imaginatively drawn and each one has to be killed in a different way. The second stage's baddie is particularly gruesome and very tough.

However, although all these points make a good game, the gameplay itself doesn't 'stick' together. The action's slightly monotonous and samey, and with only one life the difficulty setting may put some people off.

Overall, *Alisia*'s an interesting game with very nice graphics, but some may find it too tough or too bland. Or both. **PAUL**

Oi! What's going on behind those pillars? Come on, this is a family show. Shut ya eyes kids!!

As they say in all good pantomimes, 'Behind you!' Use all ya powers to kill that beggar as he makes a move from behind! Oooer missus!



He flies through the air with the greatest of ease, blasting the ass off each baddie he sees! ADRIAN PITT dons leather jacket and goggles and does a quick Biggles impersonation! What about the scarf, Ade?!

Reviewed!

FIRE SHARK

Above: Our hero lets rip one of his mega bombs! Below: Those tanks and planes cause some hassle.

I find it hard to rave about *Fire Shark* 'cos the basic format's been around for donkey's years. It's a run-of-the-mill, fly around and blast game and on first attempt, the whole caboodle looks pretty damned boring!

However, after several plays I must admit I was getting hooked! Progress further into the game and things get damn tough! There's also that 'Can I get to the end of the level before my lives run out?' element and it's not long before that bi-plane goes into overdrive!

Oh to be alone on a desert island! Sun, sea, sand and s... Sega! (© Paul Mellerick, 1992.) I hate to be a wet blanket but governments worldwide watch in dread as a small isle in the South Pacific's bombarded by enemy forces.

Behind enemy lines...

Tanks, UMI fighter planes, cannons, missile cruisers, submarines — the list goes on. They're lean, mean and completely obscene! This tropical paradise is about to be conquered — only YOU can save the day. Fabulously surprising!

As Fire Shark, fly your bi-plane through ten action-packed stages, blasting and bombing literally anything and everything that gets in your way, before it blasts you.

You start with a maximum of four players, rapid three-way fire and three blockbuster bombs. The screen scrolls vertically as you move your war machine over hazardous terrains and skies full to bursting with enemy hordes.

Zoom over forests, gaping ravines and vast oceans

Other bi-planes, HIBARI tanks, SK base cannons, 99A Interceptors, Gatling fighters, fleet craft and the like swarm around the screen spewing fireballs and generally being a god-damned nuisance!

Knock 'em out with your wing mounted cannons, or if things get somewhat tricky and the opposition start to gang up on you, drop one of your bombs and cause mass destruction! Lovely.

Watch out for the blimps that chug slowly down the screen — destroy them and you *could* be in for improved armour and well 'ard firepower.

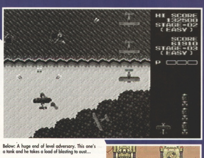
Big, bad beasties!

Collect the 'S' symbol and your flying speed and mobility are increased. Grab three 'P' icons and your weapons are upgraded. Super Fire, Shark Beam and Wide Shot are yours for the taking.

Super Fire's the strongest means of defence, a huge laser beam that fires in four directions — if you collect plenty of power-ups.

Lo and behold! At each stage's finish line there's the infamous end-of-level adversary! A Kimi-B super tank, L-Tompson flag ship, 227 Rooster nine-gun super bomber... Some are easier to defeat than others but there are ten in all. Prepare yourself for a ripping good rendezvous!

All levels are graphically similar. Zoom over forests, deserts, gaping ravines and vast oceans. Scrolling's smooth, the backdrops are fairly colourful and atmospheric and the animation of enemy sprites is simply spiffing!



Sound's a little irritating. The in-game tune's a grating cacophony and the spot FX are simple blips and beeps, with a few basic explosion noises.

Also on the downside, the same enemy craft crop up time and time again. However, from round six onwards they won't take 'no' for an answer! The planes swoop a helluva lot faster, the tanks move and fire in huge groups. You gotta be quick to continue.

It's just plane easy!

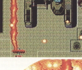
If you're an hardened gamesplayer, *don't* play *Fire Shark* in Easy mode. It's possible (thanks to the five continues) to get quite far on first attempt (Paul 'Swellhead' Mellerick reached Level 10!). You've the option to decrease the number of lives and turn off the rapid fire facility if you don't want your mates to think you're a wimp!

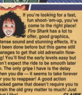
Enemy forces always attack in patterns, so when you've sussed out where and when they're going to fire, the game becomes even easier!

Fire Shark ain't got much lastability. It looks okay but plays too easy. It's addictive for a while but the gameplay's just too samey. Monotony's the key word here, methinks. Chocks away!

ADE

Below: A huge end of level adversary. This one's a tank and he takes a load of blasting to oust...





If you're looking for a fast, fun shoot-'em-up, you've come to the right place! *Fire Shark* has a lot to offer, good graphics, intense sound and stunning effects. It's all been done before but this game still manages to get that old adrenalin flowing! You'll find the early levels easy but don't expect the ride to be smooth later on. The only gripe I have is the delay when you die — it seems to take forever for you to reappear! A good action packed game that doesn't require you to strain the old grey matter to much! Just what I like!

CLAIRE

MEGA DRIVE md

Reviewed!

MARIO LEMI

ADRIAN PITT's always puckering up to someone, but he sure ain't paying Mario any lip service! It`s just too cold and whatever would the neighbours say?

Getting to grips with the gameplay is the first major obstacle you've got to overcome. After that, it's just a matter of keeping your feet and going for goal!

Grease up your helmet, protect your privates and get your skates on — it's time to hit the ice, get down and get dirty in the mean, moody world of *Mario Lemieux Hockey*.

Who the hell's Mario Lemieux? Could be a Lithuanian stoat farmer as far as I'm concerned, though that goldmine of useless information, Paul Mellerick, informs me he's some sort of hotshot Canadian hockey player. A real devil on the ice and twice as nasty off it!

Before you get too excited, you don't actually get to play old Mario here. Instead you're in charge of a tough, talented team of puck poachers screaming to take the world by the throat at the flick of the 'on/off' switch.

Seriously though, if you like it tough you're gonna love this — it's hard enough just figuring out how the heck to play it! If you've got a spare weekend grab the manual and stay in bed.

'You bloody liar!'

The game kicks off with an options menu as long as your arm, where you can pick the type of game you want and your team. Take your time — it could mean the difference between losing and getting a damned good thrashing!

Each team's got different skills so pick carefully between shooting, power, passing, speed, defense and goalie. There are loads of different ratings and you've got to find the ideal balance for your all star icers.

The Options menu lets you set up the rules, duration and difficulty level. If you're looking to fight really dirty, a blind referee's gotta be first choice!

When you finally get round to a game, remember the password system. Very handy for saving long games till later and stops your mates calling you a lying git if you actually win a game.

Deck 'em hard

From the main options, you can pick Exhibition, Tournament, Shootout or — wait for it — Fight! Forget sportsmanship, just punch your team members' lights out for a laugh!

No worries about skills here. Use the direction control to move your player left and right and deck the other pucker with choice punches while ducking his blows. Knock his energy bar down to zero and watch him fold!

Good to look at but handles like a faulty Robin Reliant

Viewing the goal from behind your player, you've got four chances to score in Shootout. Pressing [B] sends the puck winging towards you and [A] *should* slam it into the goal. Do your best before the tables are turned and you find yourself standing in the line of fire as the other team does its worst! If you can't rustle up an opponent for a two-player game, don't worry, you can try your luck against the computer controlled bulldozers and experience the most shameful drubbing of your career — these geezers ain't messing!

Captain Morgan ahoy!

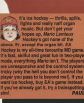
Onto the main game and it's options time again. Take part in an Exhibition game, a basic two-player head-to-head, or get your boys enrolled in a Tournament. Pretty much like the real thing, the tournament sees you taking on teams from across the US and Canada.

Divided into two conferences (East and West) with four teams in each division, you've got to win the first round divisional match-ups and advance to the second round before you can thrash it out for the title.

With a bit of luck and a lot of practice, the winners get a shot at El Biggo Prizo, the SEGA CUP! Whoa!

Pick your game, press Start and get a good grip on your stick!

The game's pretty good to look at and the screen's always jam-packed with colourful, furious action. Sadly, the sound's not up to much,



EUX HOCKEY

HI FOLKS.
WELCOME TO MARIO
LEMIEUX ICE
HOCKEY. TONIGHT
WASHINGTON TAKES
ON L.A. IN WHAT
SHOULD BE AN
EXCITING WATCH
UP.

sounding like a Hammond organ with halitosis!

'Who am I?!'

If you fancy spending most of a game trying to figure out who you're controlling, *Mario Lemieux* is right up your street! Worse still, when you've got your man (steady! —Ed), try and figure out what to do with him!

Bit of a nightmare, really. Shots go wild, your players fall over for a giggle and it's damned impossible to score (almost like the real thing, I guess!).

Starting with the face-off against your opponent, the puck's tossed in and you're away! Get possession early on, keep passing, steer toward the goal and shoot!

Yep, sounds so easy you could squish zits and still score at the same time!

Forget it! The controls are sluggish, confusing and you'll find yourself yawning more often than scoring. The only time there's any fun is when two players collide and it's no more Mr Nice Guy! Your opponent gets a damn good kicking and you gain possession of the puck!

If the controls were a touch easier, this would be a fast, thrilling hockey simulation. Sports games should be fun to watch and challenging to play. This game may be good to look at but it handles like a faulty Robin Reliant!

ADE

Mention gore to ADRIAN PITT and he hides behind the sofa! Convinced the planet Iccus is no more terrifying than a wet weekend in Wigan, off he trots. (Oh! Did we forget to mention Dr Destroyer and his rabid alien army?!)

Reviewed!

GYNOUG

This sizzling shoot-'em-up's been available on grey import for donkeys' years (well, maybe a year and a bit!) and only now have Sega made it official! It's a known fact that if you lie all the shoot-'em-ups end-to-end they'd stretch from Bognor Regis to Barrow-in-Furness! So, when another amusing example of mindless techno-violence landed on my desk, I was all set to be outstandingly critical.

Surprisingly, this wasn't to be! *Gynoug*'s a real barnstormer of a game. With excellent graphics and ace special effects, it stands out like a bacon butty at a barmitzvah!

Gore, glorious gore!

Hubble, bubble, toil and trouble! Supernatural forces have brewed up a whole lorra hassle for the inhabitants of Iccus, planet of the flying men.

Master of Evil (and all he surveys), The Destroyer sent his malevolent mutants to take on the world, conquer Iccus and clip the wings of all who fly there. As Wor, the planet's bravest battlemaster, it's your task to blast these mutants to bits, kick The Destroyer's derrière from here to kingdom come and save your homeland from complete and utter annihilation.

Fast and furious gameplay for addictive challenge

Gynoug's a horizontally scrolling shoot 'n' blast, with six action packed levels — and believe you me, they're tough!

Fortunately the options screen allows you to bump up the number of lives from three to five and if you're not up to playing in 'hyper mode', easy level's strongly advised!

Round one's set in a series of underground catacombs, choc-full of stalactites, stalagmites, poisonous algae and spores, the likes of which have only been sighted once before: at the bottom of Mr Mellerick's fish tank!

Wizards spit fireballs, volcanos spew larva, flies swarm and attack en masse — not the easiest of terrains to overcome for one who looks so angelic!

As you fly around the screen, dodging and blasting baddies, don't forget to collect special items, magic potions and the like, all vital for ousting dark forces and evil minions.

Grab a Speed Feather and you zoom across the plains of Iccus eight times faster (eek!). The Orb Of Power increases the strength of your weapons, while the Orb Of Pattern designs a new cardy for you. Er, rather it enhances your ammo's width and range.

Scrolls add a whole host of magic spells to your inventory. Energy Balls absorb enemy fire and lightning potions drop fiery bolts on the bad guys.

Magic Arrows are heat-seeking and eliminate even the strongest mutations. Aura Shields are impenetrable, protecting you from just about everything The Destroyer's scumbags have up their nasty little sleeves.

End-of-level bastions are bad enough, but in *Gynoug*, big bleeders appear mid-level too! Dragone, Oglithan, Monotrog, Peeble and Locomotive Breath, to name but a few. They're graphically stunning and tough cookies to crack.

Later levels are incredibly tricky. Fly underwater(!), visit a haunted castle, take a trip to a futuristic warehouse.

Stage three's a nightmare! The scenery scrolls at an alarming rate. Not only must you keep up, you've gotta avoid collision with flora as well as fauna! Nasty!

Visually awesome!

Gynoug sports some stunning graphics. The multi-layer parallax scrolling's amazing! The backdrops sway from side to side and scroll at extraordinary angles — buy some travel sickness tablets, the effect left me feeling queasy!

The main sprite's a little dull but moves at quite a rate. The enemy are big, colourful and well animated and there are plenty of 'em! The game doesn't slow down in the slightest when there's a swarm of the beggars onscreen.

Another element in *Gynoug*'s favour is speed. Fast and furious gameplay makes for a highly addictive challenge. There may only be six levels but it's gonna be a long time before this one's completed — especially in 'hyper mode'!

Sound is well 'ard! The in-game ditties add a sense of speed and urgency to your quest. Spot FX are great; loads of explosions and ear-splitting blasting noises!

Why not wreak havoc with the plethora of weapons and potions? It's great fun using magic spells, particularly when face-to-face with a mid- or end-of-level guardian.

Fast and frantic fun! Proof there's life in the old dog yet!

ADE

I've played tons of shoot-'em-ups on the MD and to be frank (if you must, Paul), *Gynoug* offers nothing new. The weapons and magic shots provide some interest and sure, even the graphical feats are amusing and pretty to look at, but they add nothing to the game. (Apart from making you pray to the porcelain God!) The difficulty setting's good, the first three levels quite easy and later levels much harder, but with only six levels, five continues and the same gamestyle throughout, *Gynoug* won't last long. If you're new to shoot-'em-ups it might be worth a look. On the other hand, if you've already got *Hellfire*, *Zero Wing*, *Arrow Flash* etc, it'll be a let down.

PAUL

Looks a bit like a bad hang over! Or the inside of Paul Mellerick's head!

The mid-level monster on stage one. Keep hitting his head and watch out for the fireballs.

- PRODUCER: SEGA
- GG: ?? ● MS: ??
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £34.99

SF RATING

84% PRESENTATION
- Oozes atmosphere. Good options

89% VISUALS
- Amazing backdrops and sprites

81% SONICS
- Nice in-game ditties and spot FX

88% PLAYABILITY
- Fast and furious action

82% LASTABILITY
- Six levels, it's a real challenge

84% FORCE
- Breathes new life into a tired genre.

away, please!) One final thing to remember: Americans drive on the right-hand side of the road! Important racing tip, that.

Test Drive II's a very strange game to have on your MD; not a slap-down arcade racer or an over-serious simulation, more a mixture of the two.

Being able to choose from three cars is a good idea and each vehicle handles differently — but the game's not perfect.

Hold your stomach!

The scrolling's great and bumps in the road are realistic — you may even need to reach for the sickbag a couple of times!

On the other hand, the scenery and detail of the other cars is bland and you have a nasty habit of smashing into vehicles and scenery you thought you'd avoided. Spooky!

Control's good considering that in real life you'd be travelling at 300 km/h, and you even get lifelike wheel screeches when cornering.

As for the three landscapes, well, they're not that different from each other and certainly won't affect your gameplay.

The music's of the usual 'okay-for-the-first-five-minutes-then-turn-the-volume-down' variety. Basically a waste of memory.

What I'm trying to say is *Test Drive II* will appeal to some but not others. Loosely programmed, it would have been better if a few more hours of playtesting had been put in.

Definitely a 'try before you buy' kinda game.

PAUL

Hang on a minute! Am I actually going to agree with Paul here? Well, after a fashion, yeah. *Test Drive II*'s fairly disappointing, though it'll probably appeal to some speed freaks. There's a good feel to driving the flash motors, but with all that dull scenery around you get the feeling you're all dressed up with no place to go. *Test Drive II* looks too cool on the opening screens but not enough thought's been given to the gameplay. Not a good mix, to my mind, but that won't stop it becoming a firm favourite with mechanic addicts.

ADE

TEST DRIVE II

The Duel

'I've always wanted a Ferrari, Porsche or Lamborghini,' said PAUL MELLERICK. On his wages! He couldn't even afford a flickin' C5! But he may have found the answer.

After last month's extensive Advance Play, the finished version of *Test Drive II*'s now in the shops — but is it worth getting?

In case you missed our Advance Play last issue, I'll run through the details again. Just pay more attention next time, okay?!

You have the chance to drive the three ultimate (legal) driving machines, a Porsche, Ferrari F40 and Lamborghini Diablo. Well, just driving them'll do you no good at all, you need to press the pedal to the metal against the computer if you want the high scores.

Pick the course you wish to tackle from three available then race the computer over six sections of landscape to reach the goal, Rusti's Garage.

Unfortunately you're not the only person out for a drive so you've gotta avoid the usual Sunday drivers and various delivery vans on the way.

Cop that!

Apart from everyday traffic, you have to keep a special eye out for the cops. With cars patrolling the roads and highway patrol speed traps as common as Kylie Minogue (and just as annoying), racing at 300 km/h is no easy task.

But help is at hand. Your onboard radar can detect the presence of The Bill from a fair old distance. (No references to smelling pork a mile

- PRODUCER: BALLISTIC
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £39.99

SF rating

78% PRESENTATION
- Three cars, three landscapes

72% VISUALS
- Bland graphics but nice scrolling

65% SONICS
- Nice FX, boring in-game tunes

72% PLAYABILITY
- Easy to get into, easy to get bored

70% LASTABILITY
- Repetitive; not a tough challenge

71% FORCE
- A good but flawed 3D driving sim

SOUNDBLASTER
Blow your lugs off with the super stereo Soundblaster, complete with speakers, headphones and a power supply. Designed to work with most computers, it should go down a treat with any audio equipment like personal stereos, satellite TVs and stuff. Get blasting and terrify the neighbours now!
Code 7220 £44.95
SoundBlaster
MAIL ORDER
PHAZER GUN
includes Top Shooting, Marksman Shooting and Safari Hunt.
Code 7217 £44.95
SEGA HAND HELD GAME BAG
Dazzle your mates and be the envy of your local game freaks club with this ultra-cool Game Gear carry-case! Specially designed to take in a couple of your fave games to boot, you can't beat it for value!
Code 7223 £9.95
Don't miss out on the latest releases! The brilliant Master Gear Converter fits straight into the back of your Game Gear and lets you play Master System games too!
Code 7222 £17.95
MASTER GEAR CONVERTOR
MEGA DRIVE JOYPAD
CODE 7215
£12.95
DATEL ACTION REPLAY
Datel Action Replay Cartridge Code 7218 £34.95
Datel Action Replay Pro Cartridge Code 7219 £44.95
STAR CURSOR JOYSTICK
Fancy a taste of the arcades in the comfort of your own bedroom? Specially designed to look and feel like a coin-op stick, the Star-Cursor's as tough as old boots, with a full 1 year guarantee to prove it!
Code 7216 £19.95
BACK ISSUES
The following issues are still available:
January 1992 Code 7401 £2.50
March 1992 Code 7403 £2.50
April 1992 Code 7404 £2.50
May 1992 Code 7405 £2.50
SEGA FORCE T-SHIRTS AND POLO SHIRTS
Black T-Shirt Small Code 7224 £8.95
Black T-shirt Large Code 7225 £8.95
Black Polo Shirt Code 7226 £11.95
Black Polo Shirt Large Code 7227 £11.95
MASTER SYSTEM JOYPAD
CODE 7214
£12.95
SEGA FORCE
Order at any time of the day or night
By phone:051-357-1275
By fax:051-357-2813
Don't forget to give your name, address and credit card number
General Enquiries:051-357-2961
Send to: Europress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB (no stamp needed if posted in UK) Products are normally despatched within 48 hrs of receipt but delivery of certain items could take upto 28 days.
Product Description
Ref No./Format
Price
Total
POSTAGE:Add £4 for Eire/Europe, £6 for overseas unless specified above
I wish to pay by:
Cheque/Eurcheque made payable to Europress Direct
Expiry Date
Access/Mastercard/Eurocard/Barclaycard/Visa/Connect
Name
Signed
Address
Postcode
Daytime telephone number in case of queries

My caliber's bigger than yours, Mr MELLERICK. Nyaa! But it's not how big it is, it's what you do with it. Like kill thousands of Viet Cong in this coin-op conversion.

Advance Play!

CALIBER.50

Believe it or not, *Caliber .50* (shouldn't that be a *.50 Caliber*?) is a coin-op conversion from a few years ago. The packaging says it was a Top Ten hit. Sorry — never heard of it.

On to the joke/scenario: Your name is Addis, Captain Addis. The year is 1972, the place Vietnam. The mission, get the $@&* out of there.

While on a reconnaissance mission (killing a few peasants, more like) your plane gets ambushed by some villagers and you take serious damage. Remembering the ejector seat, you float safely to the ground.

You *float* safely, but as soon as you hit the ground trouble starts. You've landed in the middle of the jungle and as you've probably guessed, the villagers are none too pleased.

So now you're gonna have to yomp through the levels to reach the rendezvous point and save yourself from certain and very nasty death.

Oh great, *Commando* (even older coin-op but a classic) on your MD. I love a good shooty as much as the next man and, after looking at the box and reading the manual, I was positively chomping at the bit (actually, Adrian was too lazy to review it so I had to).

The control system's worth explaining. The coin-op had an *Ikari Warriors*-style joystick — you turned the stick 360 degrees to indicate which direction to fire in as well as run

For some stupid reason, the programmers left this system in. Buttons [A] and [C] changes your aim, anti-clockwise or clockwise, while the D-pad moves you and [B]'s fire. This system's a nightmare.

Thankfully, there's another control method. The second uses the D-pad for both movement and directional fire, so you fire in the direction you're running. This is much more suitable so why the first one was even programmed is beyond me.

Caliber .50 scrolls in all directions as you go, knocking off nasty villagers on the way. The nicer ones drop a power-up when they kick the water-holding receptacle.

You can power-up your weapon twice, starting with a basic machine gun (a .50 caliber, would you believe), upgrading to a rocket launcher then a flame thrower.

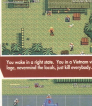
You have between three and five lives, depending on the options you've set. An energy gauge decreases with every hit and when it hits bottom it's bye-byes time.

Graphically terrible and sonically abysmal

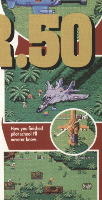
If you find your way through the levels, defeating bosses along the way, you may live to see another day.

Oh dear, here we go again. Anyone would think I rate every game harshly but there are some real stinkers around at the moment — and this is one of them. *Caliber .50's* slow, unoriginal, has awkward controls, is incredibly repetitive, graphically terrible and sonically abysmal. Every aspect of this game's horrible so steer well clear. Go for *Mercs* instead.

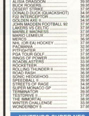
PAUL



You wake in a right state. You in a Vietnam village, nevermind the locals, just kill everybody.



How you finished pilot school I'll neverer know.



SEGA MEGADRIVE

2 CRUDE DUDES	37.95
ALISIA DRAGOON	39.95
BUCK ROGERS	39.95
DESERT STRIKE	37.95
DONALD DUCK (QUACKSHOT)	34.95
F22 INTERCEPTOR	36.95
GOLDEN AXE II	34.95
JOHN MADDEN FOOTBALL 92	37.95
LAKERS VS CELTIC	37.95
MARBLE MADNESS	37.95
MARIO LEMIEUX	37.95
MERCS	36.95
NHL (OR EA) HOCKEY	37.95
PACMANIA	32.95
PITFIGHTER	37.95
PGA TOUR GOLF	37.95
RINGS OF POWER	39.95
ROADBLASTERS	33.95
ROCKETEER	39.95
ROLLING THUNDER II	39.95
ROAD RASH	36.95
SONIC HEDGEHOG	32.95
SPEEDBALL II	39.95
STREETS OF RAGE	34.95
SUPER MONACO GP	34.95
TERMINATOR	39.95
TESTDRIVE II	37.95
THE IMMORTAL	38.95
WINTER CHALLENGE	33.95
WONDERBOY 5	37.95

NINTENDO SUPER NES

ADDAMS FAMILY	44.95
HOOK	49.95
JOE & MAC	40.00
PGA YOUR GOLF	44.95
RIVAL TURF	44.95
ROBOCOP 3	49.95
SMASH TV	40.00
SUPER CONTRA	44.95
THE SIMPSONS	49.95
TURTLES IV	49.95
WORLD LEAGUE SOCCER	44.95
WWF SUPERSTARS	44.95
ZELDA 3	44.95

SWAP MEGADRIVE FOR SUPER NES.... NOW!!

WACKY WORLD

*MAIL ORDER HOTLINE !!

VISA

•ZAP 081 295 0556•

- FREE MEMBERSHIP
- EXCELLENT SERVICE & IMMEDIATE DELIVERY
- REPAIR SPECIALIST
- WANTED SECOND HAND MEGADRIVE TITLES
- PART EXCHANGE CONSOLES & GAMES
- TRADE ENQUIRIES WELCOME

OPEN FROM 9.30 TILL LATE MON -SAT

ZAPCO LTD 14 High Street Chislehurst Kent BR7 5AN

SEGA GAME GEAR

DONALD DUCK	23.95
SUPER GOLF (4 PLAY)	23.95
SONIC	24.95
SUPER KICK OFF	27.95

NINTENDO GAMEBOY

2 CRUDE DUDES	24.95
ADDAMS FAMILY	24.95
ADVENTURE ISLAND	24.95
BEETLEJUICE	22.95
CAESARS PALACE	19.95
DAYS OF THUNDER	22.95
DUCK TALES	20.95
GREMLINS II	20.95
MEGAMAN II	23.95
SIMPSONS	23.95
TERMINATOR 2	24.95
WWF SUPERSTARS	22.95

NAME ....
ADDRESS ....
POSTCODE .... TEL ....

ITEM — COST £ £ £ £

Add £1 per order Plus £5 per console for p&p — SUB TOTAL £ — TOTAL £

Exp.Date

Signature — SF

CHEQUE/PO/ACCESS/VISA/MASTER CARD
Order dispatched within 24hrs. Cheques dispatched subject to clearance

GUTTER SNIPE

As cool as ice, as tough as nails, more violent than the January sales, he's mean, he's bad, he's one of the boys, belching and spitting, his favourite joys, cross him and over the floor you'll be plastered, a threat and a half, he's a dangerous...

So, you've survived the rest of the mag? Thought you'd come crawling to me, eh? That's no surprise! Best bit of the mag, this. Pity about ya letters, though!

Ask, ask, ask. Your eyes are bigger than ya belly! You lot never give up do ya? I don't exist just to answer your queries. I've loads of *important* things to do, like repointing the brickwork and tiling the rabbit hutch.

Anyway, if you've anything at all relevant to say, you can write to me at this address: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. And if ya think creeping's gonna get ya anywhere — eat dirt, sucker!

On the other hand, if what you've got to say is a load of old bullshit, send it in anyway. At least it'll give us something to laugh about here at Force HQ.

Yeah, well, you can still get your sweeties from the corner shop, but as Bart and Barry Pearce from Astley, Shrewsbury found out, you've gotta get up soddin' early in the morning if you want to catch hold of your fave Sega mag!If you see a queue, get on the end of it now!

Telling porkies

Dear Gutter Snipe

I have a MAJOR complaint to put forward. I recently read Issue Four of SEGA FORCE and was shocked to discover a couple of dudes with one brain cell between 'em claiming to have completed Act One of *Sonic* in 26 SECONDS!

I believe this to be complete BULL***T! No way could anybody believe this crap! It's a physical impossibility to get so many rings in just 61 seconds.

My friend and I are the BEST games-players in the world. We're able to grab 30 rings in 27 seconds. We believe Stuart Packer and his chum have told you a load of old B******S. We know that you're too chicken to print this letter, but we'd like to save SEGA FORCE's good name from these two jokers.

Two very annoyed readers, Hindhead, Surrey

PS Please excuse our language, but we like to prove a point!

Too chicken! Bah! Who do ya think I am, Bernard Matthews?! Your expletives *were* a little over the top, though not for us stinking gutter dwellers. Some of these crinkly parents tend to get a little hot under the collar when we start printing four-letter words. The number of letters we received from mums and dads moaning about the word 'womb' on page 20 of Issue Four were phenomenal!(Ooops! I've said it again!).

As for your 'MAJOR complaint', well, what can I say? I received another letter from a guy claiming Stuart and Wain were cheats and finishing the Act in such a record time was like 'someone in lovely skin-tight trunks swimming across the Atlantic in three seconds'?! (His words, not mine!).

We had photographic evidence! In no way did we tamper with those piccies. Gave the geezer a weird hairdo and a few more spots, but that's it! I could always ask Stuart Packer and his mate to send in their solution, but quite frankly, I couldn't give a toss! Now *@$§ off!

Secret identity?

Yo! Most righteous GS

Or should I say, PETER G SUTIN? I've found out (from an unnamed source) that this is in fact your real name! A very clever anagram of... GUTTER SNIPE! Is this true?

P Johnson, Weaverham, Cheshire

WRONG! WRONG! WRONG! Neither am I *REG PENISTUT* from Chatham in Kent! And you won't find any weird Satanic references when you say my name backwards! You extremely sad person! Get a life!

HAVE A SEGA FORCE, MAN

Underwear revealed!

Yo! DJ Snipe

What's your favourite MD game? What's the best Mega-CD game around at the moment? What's your favourite arcade game? Do you wear Y-fronts?

A real cool dude, Girton, Cambridge

You kids, questions, questions, questions! Ya parents are gonna be nervous wrecks when you start askin' about the facts of life! Strewth!

I dunno why I should answer ya teasers, 'coz I don't get to play the MD very often. Those deadhead reviewers are always hoggin' it. Anyway, I'm quite into *Carmen Sandiego* at present, 'coz I'm dead brainy and don't need to use that arty-farty 'cyclopædia thingy.

I'm not too keen on the Mega-CD games around at the moment, ask me again in six months' time. *Streetfighter II*'s probably the best arcade game.

This is a 'Y-front Free Zone'. A couple of old bits of sacking, with mice sewn in for added thermal protection! Suits me down to the ground!

Mega Drive move

Dear GS

Please could you answer the following questions? I'm going to sell my Master System and buy a Mega Drive, is this a good move? Which is better, the Mega Drive or the Super NES?

Is *Kid Chameleon* worth buying? If not, why not?

Finally, what does N/A and TBA mean? I've noticed these appear a lot in your ratings.

Gerard McKeown, Co Derry, N Ireland

Obviously, in time, everyone wants to better their system. Yep, it's a sound move to buy an MD when you've played your Master System to death. Or if you've got the dosh, wait for the WonderMega to appear.

Three uses for an SNES: a) as a draught excluder, b) as a novelty hanging basket, c) as a Wendy House for pet centipedes.

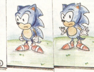
Kid Chameleon's not bad. See our review, Issue Five.

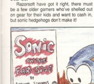
N/A means, 'Not Applicable' and TBA is our jolly little nickname for Paul Mellerick, ie, 'That Bleedin' Ass'! Only joking! 'To Be Announced' is the phrase I was looking for!

Beats British Rail sarnies!

Dear Gut

Razorsoft have got it right, there must be a few older gamers who've shelled out on gear for their kids and want to cash in, but sonic hedgehogs don't make it!





Heavy stuff from Anthony Stevens.I just bet these two would get on brilliantly at the next flea-swapping party!

In my younger days, an obsession with hedgehogs was a severe behavioural problem. Not so with lithe young ladies like Annet in *El Viento*, ideal after an hour of British Rail in the evening, (though I'd like more sex with my violence!). Bearing older gamesplayers in mind, could I plead through your magazine that software houses include stage/level practice options or a selectable number of continues. With only a couple of hours a week to play, three continues is hardly enough for something like *El Viento*. It's even worse when you can't bear to see Annet die and have to reset when her life's down to the last millimetre.

Ivor Colwill, Haywards Heath, Sussex

Travelling by train, _can_ be quite hair-raising, although there's never any sex and violence on _my_ train. The last time I travelled InterCity, there was a massive queue for the toilets, so the driver came round selling cloakroom tickets! Weird!

As none of the software houses read SEGA FORCE (they're into things like _The People's Friend_ and _Bunty_) you can plead till you're red in the face. Fret not! Keep nosin' in the PITTSTOP for some of the grooviest tips and cheats around.

Cheap threats

Yo! Gutter dude

I think your mag's brilliant. I have a few questions for you.

1. What's the best game for the Mega Drive?
2. Have you got any cheats for *The Immortal* or *Dick Tracy*?
3. Is there anywhere in England where I can I exchange my crap Mega Drive carts?
4. What is 67 times four?

Please answer all these or I'll tell everyone not to buy your mag. You'll go out of business and then you won't have a job, so there.

Gabriel McEvoy, Co. Laois, Ireland

PS That Essex pratt is a bit of a wa... plonker! (You know, the one who can't remember what he wants to say?)

Tut! Tut! Tut! Such threats from one so young! And a lady too! Well, if you must know, I've been offered another job. It's an acting role. I star alongside Mollie Sugden in a brand spanking new sitcom, 'That's My Warthog' — watch out for it this autumn!

Here are the answers to ya questions little girl: 1. Seeing as I like beatin' people up, it's gorra be _Streets Of Rage_; 2. See last issue for _Immortal_ tips; 3. Yes, scan the ads for the Solid Gold Exchange Club; 4. Knob off, ask that brainy wench on _Countdown_!

Lemmings mania

Dear Gutty

Is *Lemmings* out for the MD? How much does it cost?

You've got a 'well rarfy' mag (ie, very good!), with an even better Letters Editor. Unfortunately, your magazine's excellence is spoilt by Paul 'I'm a wimp with a massive gob' Mellerick.

How way the lads! Magpies for the cup! And long live Kevin Keegan!

Peter Atkinson, Whickham, Tyne and Wear

Cripes! You lot only need get a whiff of something and the letters come flooding in! _Lemmings_ is still 'in the works', as they say in these circles. An official release date hadn't been announced when I strained to put this load of claptrap together.

Paul was deeply disturbed when he read your comment, but then again, that's nothing new. He's been that way ever since he got stuck in a lift in 1976 with Bonnie Langford and a Deely Bopper salesman.

As for Kevin Keegan, in my day we idolised stars of stage and screen, like Greta Garbo, Maurice Chevalier and Dolly from _Emmerdale Farm_, not some geezer with a curly perm and bad taste in ties! Sort it out!

Completely paranoid!

Yo! Snipeman

I'm beginning to think Sega have something against me. Here's the evidence: When I got a Master System, all the mags started raving about a 16-bit technological marvel called a Mega Drive. Then, when I eventually managed to lay my grubby little paws on one of these contraptions, those self same 'zines revealed the existence of the Mega-CD! Am I just being paranoid, or is 'Big Brother' watching over me? If this trend continues, I expect the GigaDrive to be released in Japan the day I get a CD-Rom. Well, until Nintendo come up with an original idea, make mine SEGA FORCE!

Steve Patterson, Marus Bridge, Wigan

PS Don't you think 'Super Teenage Mutant Ninja Planeteer Simpson Radishes' is a good game title? For an FX 4000, that is!

Sorry Steve, you've missed the bus I'm afraid! Haven't you heard? There's a new Sega mag out now entitled: 'SEGA FORCE II: THE ADRIAN PITT YEARS'. It's great, packed full of news and reviews on the latest GigaMegaWondaBlundaDrive software. Buy it now — you know it makes sense!

As for an FX 4000, I've had more laughs filling the holes in a hairnet. Tarah a bit!

Amstrad blues

Dear Sir

I'm hoping you can help to keep my nine-year-old son happy. He wants to buy a Sega Master System II. As he doesn't have his own TV set and we don't want the living room television taken over, I was wondering if it's possible to adapt his Amstrad CPC 464 colour monitor?

Peter Creek, Honiton, Devon

Anyone who calls me 'Sir' warrants a reply! Well Pete, to be totally honest — ABSOLUTELY NO FLICKIN' CHANCE! Take care!

FORCEful praise

Dear Guts

SEGA FORCE is brill. Best Sega mag available. It puts *Sega Pro* and *Sega Power* to shame.

The readers' chart is a great idea. I love the competitions you set, there are some

ace prizes. The only thing I can fault you on is the Classifieds section — it looks dead poncy and doesn't attract the eye. Maybe it'll get better when more people put ads in.
Damian Williams, Gwynedd, N Wales
PS Could you beat up Mean Yob from *Mean Machines*? He gets on my nerves.

Thanks for being such a bleedin' creep! We'd like more entries for the readers' chart, so get crackin' you bozos.

I reckon you answered your own question as far as the Classifieds are concerned, Damian. The more ads we get, the bigger the section. God! Ain't we so bloomin' logical?!

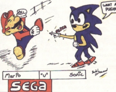
Cheated by Sonic

Dear Gutter

I read there was a cheat for *Sonic* on the Master System. Up, Down, Left, Right, buttons [1] and [2] together. Every time I try this, the game starts. Please can you tell me whether this cheat actually works?
Scott Murray, Fife, Scotland

We all know the infamous MD *Sonic* cheat that allows access to all levels. This bleedin' MS tip has had our reviewers foxed (keeping in with the animal references!). I reckon, it's just a wicked prank started by those Nintendo wide boys. (Whoops, is that libellous, Mr Ed? They *do* have this unnatural fetish for sueing people, ya know?!)

Yep! We've had this cheat sent to us and if there's anyone out there who can get it to work, lie in a darkened room with a moistened copy of your mother's *Woman's Weekly* on your head, reciting the first three verses of Pam Eyre's epic and highly acclaimed poem, 'Oh, I Wish I'd Looked After Me Teeth'. Easy-peasy Japanesey!



Daniel Swinswood of Stoke-on-Trent's been busy with his Sonic act. Sure, I know what you're trying to say out there, but can't you wallies draw anything except old Spikey?

Here's another one from Daniel which puts a whole new light on playing with yourself! Go for it Sonic, but very, very carefully!

A bit on the side

Dear Mr Snipe

You printed my last letter and asked for a reply. And you've got one! You asked me to send you a piccie of my girlfriend. She's now my ex-girlfriend — she found out there was something else in my life — SEGA FORCE!! Anyway, it's my birthday on July 31st. I've had a very early present... a Mega Drive! That should keep me happy til the real thing!
Shane 'Console-head' Adams, Redditch
PS Ya mag's gettin' better!

CLASSIFIED ADS

SEGA FORCE

CLASSIFIED DEPT, SEGA FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE SY8 1JW

Only for private use, no trade ads accepted. The editor reserves the right to alter or refuse ads which do not conform to acceptable standards.

Here's the best way to reach other dedicated Sega game-freaks with whatever it is you want to reach them with: FOR SALE, WANTED, SWAPS, PEN PALS, USER CLUBS and the like.
And it's amazingly cheap (covers the cost of repairing Adrian Pitt's nails from the typing in). For **£1** you get **20 words** — that's the top block of boxes. Or you can write up to **40 words** for a measly **£2**! That's all there is to it — except: Please write in block capitals, neatly (Adrian's eyesight ain't what it used to be), and enclose your payment of cheque or postal order made payable to **Europress Impact**. Don't forget to fill in your name and address (in case we have to return your ad and payment for any reason). Allow up to 6 weeks before ads appear.

20 WORDS FOR £1

40 WORDS FOR £2

NAME...ADDRESS...

....POSTCODE...

This one from J.Alexander in Co. Antrim's gotta be for Paul Mellerick.If it isn't, somebody's in for a right good thumping!

Hate to disappoint you, turd-for-brains, but that girlfriend of yours knew which side her bread was buttered and came to live with me! She makes great worm casserole! The sexy vixen sends her love. Oh, and can she have her Bros records back?! All the best!

Irish eyes are smiling!

Dear Gutter Snipe,
Hi all you Megabits and pieces! Here are a couple of my scribbles. I thought your mag was the best to send them to- it's more adult than the others. Some magazines just don't have the **power** to keep up! I must admit, I don't think you'll print one particular piccie, you might think it's crap anyway! When you've finished with 'em, can you return them in the envelope provided. It's not because I'm a fan of my own artwork (smirk! smirk!).

Now, about your magazine. CLASS, A1 etc. etc. I really enjoy reading your replies to letters. You're not a guy who pampers the readers! Your mag's great value, fewer pages are taken up with ads. Your reviews are excellent, a major bonus considering the price of games. Glad to see someone from the supposedly 'weaker' sex on the team. We women have been used to waggling joysticks since the dawn of time! Keep up the good work.

Joanne Alexander (an old reader of 23!), Co. Antrim

What a crawler you are, Joanne! Believe it or not, for the first time in 400 decades, I'm in a good mood, so I forgave your sickly creeping and put your godforsaken letter in! Sadly, I ate Claire Morley! Slammed her between two paving slabs and gobbled the lot! (Ooer missus, fnar! fnar!). Truthfully now, from today, Claire no longer writes for Sega Force. She's upstairs doing all the arty bits. Good luck Claire, put Picasso in his place! Your piccies ain't crap and I'd welcome some more, if you've got the time? I've saved one of 'em for next issue (the one you said I wouldn't print!!). Can't send 'em back I'm afraid. Used the lot to mop up me lentil soup! (only joking!). Of course we're more adult! Paul comes to work on his sponsored Sega space hopper, Ade pulls up in his fuel injected carry cot and Big Ed's mum just catapults him all the way from Cornwall. Nice to know you've spotted I'm a bloke who don't pamper the readers- the majority of 'em should wear the darn things! Pampers, that is, you ought to see some of the shite I get! I bet you've waggled a few joysticks in your time? What ya doin' tonight, darlin'? (Slaver...dribble...dribble...slaver...)Fancy waggling it down my way a bit...ooer, cold shower time again!

That's better, good job that was the last of the letters this month, don't think I could've taken a lot more of that.Not that I'm wimping out or anything like that, it's just that you can get too much of a good thing - or can you!!!

ISSUE 4 COMPETITION WINNERS MY IMAGE WORKS!

Well whaddya know!Those tricky old BACK TO THE FUTURE posers had loads of ya well and truly Michael J'd!(Foxed - geddit!!)Anyway, the long and short of it is that you dumb thickos out there who got the questions wrong won't even get a sniff at the fabumungous prizes.What are they!

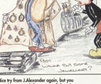
Ok, for all those lucky first 50 winners pulled out of the lunchbox, you can look forward to getting hold of some brilliant IMAGE WORKS goodies, including T-shirts, watches, keyrings and a whole lot more.

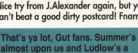
But, for those incredibly jammy top 10 redrawn winners out there, there's also a video and some extra mega gear to be had.Who's getting hold of this stuff!

Here goes with the top 10-keep your eyes peeled and see if you're here!The winners are Alan Parker of Dagenham, Essex, RM9 4EU; Craig Burns of Hillington, Glasgow, G52 2HX; David Brearley of Maidstone, Kent, ME15 8PD; Caroline Middleton of Longfoot Wolk (where!), Sheffield, S8 7DH;Jean Grzesik (ouch!) of Jordanthorpe, Sheffield, S8 8DU; Emily Mathers of Walthamstow, London, E17 9EH; Brian Harrisort of Halifax, West Yorkshire, HX1 3EG; Robert Goosey of Rochester, Kent, ME5 9NJ; Stewart Cook of Bilton, Hull, HU11 4HW and finally, Deanna Sinclair of Sothall, Sheffield, S19 6PT.

Loads of enties from up Sheffield way this month, not surprising 'cos they're probably 'ard as steel!!But, and it's a big **BUT**, they're not as hard as us at SEGA FORCE and anybody who disagrees is looking for a good drubbing.Be warned!

Adam Rose's dad from Norwich drew this one.Haven't you got anything better to do with your life?Sad man!





Nice try from J.Alexander again, but you can't beat a good dirty postcard! Fnarr!

That's ya lot, Gut fans. Summer's almost upon us and Ludlow's a great place to be at this time of year. While I chuck a few more begging letters on the bonfire and worry a couple of sheep, why not have a spy at the back issues bit and see what you've been missing? Issue One's become a collector's item, basically 'coz Paul Mellerick's not in it! See ya!

SEGA FORCE CLASSIFIED ADS

PEN PALS

● Adrian, my friends/myself are Sega mad. We've nearly 180 tips/cheats. Please contact if you're stuck. Answering readers requests on (081) 9988435.

FOR SALE

● Sega Master System II, with a control pad and seven games. Worth over £200, will sell for £175 o.n.o. Tel: (0698) 459563.

● Sega Master System plus twelve games, Light Gun, 3-D glasses, mint condition worth £500, sell for £150. Contact Dave on (0252) 549328.

● Factory Panic for Game Gear for sale at £10 fully boxed with instructions. Phone: (081) 778 3723. Ask for David.

● Sega Master System +2 for sale or swop, 10 Mega games, two pads, light gun, all leads and box, VGC, cost £260 ,bargain at only £190 or swap for another console, telephone (0224) 780363, ask for Calum after 5.00pm I might negotiate.

● Sega Megadrive for sale with joypad, joystick, eleven games including Decap Attack, Moonwalker, Golden Axe. £350.00 ono. Call Steve (081) 5541119.

● Sinclair ZX Spectrum +2 for sale, with built in tape recorder, light gun and joystick plus loads of top games. Great condition, worth over £200. A bargain at £100 ono. Tel: (069185) 339.

SWAPS

● My Megadrive with 4 games for your Amiga with 1 mouse, 1 game and (hopefully!) Amos, Deluxe paint 2 or 1 meg Upgrade, Amiga doesn't have to have Amos, Deluxe 2 or 1 meg Upgrade, will swap without. (Megadrive has joypad). Darren Rush, 39 Queens Avenue, Flint, Clwyd.

● Megadrive swap Ghouls and Ghosts and Star Control for Marvel Land or Budokan. Tel: (0222) 566817.

● "Megadrive Swaps" I have Populous, Maddens, Streets of Rage, Fatal Rewind, Kings Bounty and more. Call Dan: on (0850) 353484. after 6pm.

USER CLUBS

● Gaming Madness! Megadrive, Master System, Game Gear, The only club you will ever need to exchange your completed or unwanted games. Membership is free. send SAE to: G.M. Lyngval, Towyn Way West, Towyn, Abergele, Clwyd, LL22 9LF. (Please state console).

RIDE THE AIRWAVES WITH MEGA ATLANTIC 252 COVER MOUNTS!

GET A BLOODY GOOD EARBASHING!

Hold the back page, pin back your lugs and getta load of this!! SEGA FORCE is wiring for sound with Amazing ATLANTIC 252 Long Wave Radio.You'd better believe it! FORCE FIELD, a brand new proggie sponsored by SEGA FORCE, will be going out to you for the very first time on Wednesday May 27 at 8.30pm, bustin' with news, reviews, hints, tips and enough stuff to blow your brains.Tune in and look out for more details next month.

PLUS
WWF NEWS, SENNA (SUPER MONACO 2) AND EVANDER HOLYFIELD BOXING!
Don't miss the incredible Issue 6, on sale from 14 May.

FEELING LUCKY, PUNKS?!

Okay, so we knew it was bound to happen. But seeing Danny Curley well and truly dumped on by Paul Mellerick at the Battle Of The Giants was plenty satisfying!

So what does all that mean for you poor suckers out there? It means you're gonna have to be flicking brilliant if you reckon you can **Rub Out Paul Mellerick**!

Sure, Paul's had loads of offers from sad, misguided halfwits who thought collecting 80 rings from the first level of Sonic was good. Pathetic! Try doublin' it and we might stop yawning.

If you seriously think you've got the balls and skill to take on old 'Curley Clubber' Mellerick you'd better keep practising then fill in the special **Rub Out Paul Mellerick** coupon below.

No matter what your best game is, on any Sega format, send in the coupon with a photograph of yourself and we'll see which ones are worth total annihilation!

If you get lucky, you could be in for a complete thrashing up here at SEGA FORCE Towers, with maybe a damp sarnie and a cup of cold tea thrown in. If not, you'll probably get laughed at by Paul somewhere on the hi-scores page anyway.

Still feeling lucky? Send the coupon off to RUB OUT PAUL MELLERICK, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW and we'll soon wipe that smile off yer face!

I RECKON I CAN RUB SMELLY MELLERICK OUT ON..............................
MY TOTALLY SAD HIGH SCORE IS..............................
NAME..............................
AGE..............................
I LIVE AT..............................
....
TEL.NO..............................
I have enclosed my photo and look forward to being totally wiped out for my troubles.
Signed..............................

BACK STACKING

You what!You mean you still haven't got hold of the first, collectors' copies of Britain's best Sega action mag!Ok, take a few aspirins, calm down for a mo' and rest assured that if you've really been dumb enough to miss out, you can still lay your hands on the goods down in game bonanza alley.

Don't forget, some issues are pretty much running dry, so if you want to be sure of a copy, ring first and check it's there.Meanwhile, take a look at what you've been missing, wipe away your tears you old cissies and get writing or phoning fast.

BACK NUMBERS £2.50 each (inclusive)

Issue 1 You've gotta have this rarity, featuring exclusive PITFIGHTER and SPEEDBALL reviews, a superb Oli Frey Buck Rogers poster, Sega machines stuff and a whole lot more!

Issue 2 Beating the rest to Razorsoft's SLAUGHTER SPORT and DEATH DUEL, plus the first in-depth look at the Mega-CD

Issue 3 More exclusives on TWO CRUDE DUDES and DOUBLE DRAGON, news on the incredible Giga Drive and first looks at Kid Chameleon, alongside the usual mass of tips, letters and reviews.

Issue 4 Yet another scoop with news on the WONDERMEGA, and the latest on the bloodbath of SPLATTERHOUSE 2, SUPER OFF ROAD RACER and CARMEN SANDIEGO-unmissable!

Issue 5 The incredible 3D SEGA FORCE!If you missed this one you haven't lived!Take in LEMMINGS, more Wondermega news and more Sega action coverage than you can handle!

Don't forget, ring first and see if your copies in stock before sending of for it!

SEGA FORCE BACK NUMBERS DEPT.
EUROPRESS DIRECT, FREEPOST, Ellesmere Port, South Wirral L65 3EB

Enquiries: 051 357 2961
Phone Orders: 051 357 1275

Competition PRO ™
SERIES II
Professional Control Pad
Competition PRO
SERIES
TURBO
START
Multi-Function Turbo
Slow Motion Selector
8 Way Superswitch
12 Months Guarantee
POWER PLAY SONMAX
SLACKCOTE LANE, DELPH, OLDHAM,
LANCASHIRE, OL3 5TW
TEL. NO. 0457 876705/0457 876601.
FAX NO. 0457 871058/0457 820306
FOR USE WITH
SEGA
MEGADRIVE
The trademark Competition Pro is used under licence from Coin Controls Inc.
SEGA & MEGADRIVE are registered trademarks of Sega Enterprises Ltd

FREE 1st CLASS POST
FREE CATALOGUE
FREE MEMBERSHIP
FIRST WITH THE LATEST RELEASES

VISIT OUR SHOPS...

WEST LONDON
COMPUTER GAMES
309 GOLDHAWK ROAD
LONDON W12 8EZ
☎ 081-741 9050 10am - 8pm
RETAIL SALES AND MAIL ORDER

WEMBLEY STADIUM
COMPUTER GAMES
WEMBLEY STADIUM MARKET
SUNDAY 10am - 2pm
RETAIL SALES

NORTH LONDON
V-COM. CENTRE
675 HOLLOWAY RD
LONDON N19 5SE
☎ 071 281 8067
7 DAYS 12am - 9pm

ROMFORD, ESSEX
THAT'Z ENTERTAINMENT
UNIT 33-34
ROMFORD SHOPPING HALL
MARKET PLACE, ROMFORD
ESSEX RM1 3AB
☎ 0708 744338 9am - 5pm
RETAIL SALES

LAKESIDE, ESSEX
THAT'Z ENTERTAINMENT
UNIT 616 PAVILLION BUILDING
LAKESIDE SHOPPING CENTRE
WEST THURROCK, GRAYS
☎ 0708 890800 9.30am - 8pm
RETAIL SALES

ROMFORD, ESSEX
THAT'Z ENTERTAINMENT
6 MORAY WAY
ROMFORD
ESSEX RM1 4YD
☎ 0708 736663 9am - 7pm
MAIL ORDER ONLY

UK £124.99

MEGA DRIVE
Special Offers

PLEASE QUOTE CODE NO. MT5

ALEX KIDD	24.99	JOHN MADDEN 2	29.99
ARNOLD PALMER GOLF	27.99	KINGS BOUNTY	27.99
BLOCKOUT	27.99	MERCS	29.99
BONANZA BROS	27.99	MIGHT AND MAGIC	29.99
COLUMNS	24.99	MOONWALKER	27.99
DARK CASTLE	27.99	PGA GOLF	29.99
DECAPATTACK	27.99	ROAD RASH	29.99
EA HOCKEY	29.99	REVENGE OF SHINOBI	27.99
F22	29.99	ROBOCOD	29.99
FATAL LABYRINTH	24.99	SHADOW DANCER	27.99
FIRE SHARK	27.99	SHINING IN THE DARKNESS	39.99
FLICKY	24.99	SUPER BASEBALL	27.99
GHOSTBUSTER	27.99	SUPER BASKETBALL	27.99
GHOULS N GHOST	29.99	SUPER MONOCO	27.99
GOLDEN AXE	27.99	SWORD OF VERMILLION	39.99
ISHIDO	19.99	THUNDER FORCE 3	27.99
JAMES BUSTER DOUGLAS	27.99	TURRICAN	27.99
JEWEL MASTER	24.99	WONDERBOY 3	27.99
JOE MONTANA	29.99	ZANY GOLF	24.99

ALL THE LATEST RELEASES
CALL FOR FULL PRICE LIST
CLAIM YOUR FREE VOUCHER
SAVE £££'s

TIRED OF YOUR OLD GAMES? WE WILL BUY THEM BACK!
CALL 081-741 9050 or 0708 736663

GAME GEAR
£89.99

GAME BOY
£69.99
Complete with TETRIS, Stereo Headphones, Game Link & FREE mains adaptor

NES
£49.99

£1 VOUCHER WITH EVERY PURCHASE IN OUR SHOPS

GAME GEAR GAMES
GAME BOY GAMES
MASTER SYSTEM GAMES
NINTENDO GAMES
SUPER NES GAMES
ALL TITLES IN STOCK

CALL FOR OUR FULL PRICE LIST AND CLAIM YOUR **FREE DISCOUNT VOUCHER** *SAVE UP TO £4*

SUPER NES
£149.99

MAIL ORDER HOTLINES
SAME DAY DESPATCH

☎ 081-741 9050

PHONE NOW!! FOR FREE CATALOGUE
0708 736663
081-741 9050

☎ 0708 736663

WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION E&OE. ALL SHOPS ARE INDEPENDENT. SHOP PRICES MAY VARY.

WHOLESALE ENQUIRIES/081-998 6555

HERE'S HOW TO CLAIM YOUR PRIZE !

IF YOU HAVE ★★★ OR ★★ FILL IN YOUR NAME & ADDRESS & SEND IT VIA REGISTERED POST TO: SEGA WINNER, DEPT MW, SANDYLANDS HOUSE, MORECAMBE, LANCASHIRE. LA3 1DG.

IF YOU HAVE ▷▷▷ THEN YOU HAVE WON ONE OF OUR MEGA RUNNER UP PRIZES, IT COULD BE ANYTHING FROM A GIANT SEGA FORCE POSTER TO AN AWESOME SIMPSONS PIN-BALL MACHINE! ALL YOU HAVE TO DO IS FOLLOW THE SIMPLE INSTRUCTIONS BELOW ......IT'S SO EASY!!

1) CALL THE NUMBER BELOW.

2) LISTEN TO YOUR PERSONAL No. & WRITE IT IN THE SPACE PROVIDED.

3) FILL IN YOUR NAME & ADDRESS & SEND YOUR CARD TO SEGA RUNNER UP,DEPT MH,SANDYLANDS HOUSE,MORECAMBE,LANCASHIRE,LA3 1DG.

4)YOUR CARD MUST ARRIVE BY 31.6.92

CALL 0891-334099 NOW

Calls cost 36p (cheap rate) and 48p (at all other times) per minute inc. VAT. Please ask permission before you call. Winners will be notified by post at the close of the competition. A winners list or a full list of rules is available by sending an SAE to: Megafone, Sandylands House, Morecambe, Lancs LA3 1DG. The maximum length of call is approximately five and a half minutes which will cost £1.98 at cheap rate. No purchase necessary . If you would like a card send an S.A.E to: Europress Impact, Case Mill, Temeside, Ludlow,Shropshire, SY8 1JW.

NAME ....

ADDRESS ....

....

....

....

MY PERSONAL No. IS: ....

TERMS AND CONDITIONS

1. You are entitled to one free ticket to "The Lawnmower Man" upon production of this ticket only if you have purchased one full price ticket. Your free ticket will be valid for the same performance as your full price ticket.
2. This offer is valid Monday to Thursday inclusive.
3. This offer is valid for performances of "The Lawnmower Man" exclusively, and is exclusive to Odeon Cinemas.
4. This offer expires 31/7/92.
5. This ticket is not valid at: Leicester Square, Marble Arch, West End, Kensington.
6. The Management reserves the right to refuse admission

PLAY SEGA FORCE SILVER SCREENS

SCRATCH THE 3 SCREENS & SEE WHAT YOU'VE WON!

1 2 3

EVERYONE'S A WINNER!!

★★★	You've won a Megadrive!
★★ SF	You've won a T-Shirt!
SF SF SF	You've won one of the prizes below!

- ★ A Simpsons pinball machine worth £2,000!
- ★ 1 of 10 Simpsons Sega games!
- ★ 1 of 1,000s of Sega Force giant posters!

SEE OVER FOR DETAILS OF HOW TO CLAIM!

ODEON CINEMA TICKET*
THE LAWNMOWER MAN
15
* WHEN ONE OTHER TICKET IS PURCHASED
SEGA FORCE
IN CONJUNCTION WITH
FIRST INDEPENDENT
& ODEON CINEMAS PRESENTS
STEPHEN KING'S
15
THE LAWNMOWER MAN
First Choice
ODEON
VALID AT ODEON CINEMAS
MON—THURS
FOR CONDITIONS SEE OVER